

PLAYSTATION PRO  
ISSUE 25

• ABE'S EXODUS

• ISS PRO '98

• TEKKEN 3

• NINJA

OCTOBER 1998

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POSTER

Issue 25 October 1998 £2.99

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HE WHO BEFRIENDS THE LIGHT  
SHALL DESTROY THE DARK

NINJA PROVERB



# NINJA

SHADOW OF DARKNESS



FROM THE CREATORS OF TOMB RAIDER, TOMB RAIDER II & FIGHTING FORCE

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EIDOS  
INTERACTIVE



**E**xclusive. That's one word the specialist press tends to use too often, but unlike some, we at PlayStation Pro feel that once again, we're justified in using it. We gave you *Tomb Raider* 3 last month and now it's time for yet another PlayStation icon to return to our lives, namely *GT Interactive's Abe*.

The original game took the world by storm last year and now the loveable alien is back with an all-new adventure, and guess what? Yep, we've bagged the exclusive yet again. Therefore inside this very issue you'll find wads of never-seen-before screens and plenty of information no other mag on the planet has access to. Not bad, eh?

On top of that you'll no doubt notice that there's a free *Assault* demo CD offer attached (along with an exclusive review), plus if you look inside on page 10 there's a fiver off the full game too.

By the time you read this the mighty *Tekken 3* should be causing havoc down at your local gaming store, so of course we've given you our expert opinion inside, plus being massive fans of the game, we've dug deep in our vast pockets and have kindly donated a whopping great poster/player's guide to the beat'em-up cause too.

But besides the usual tidal wave of free gifts and bonus treats, we've got a red hot mag for you to drool over as well. This month sees many an old favourite reworked, plus a healthy collection of brand-new titles for you lot to spend your cash on. Oh, it's a full house alright as we tackle with the likes of *WWF Warzone*, *Wild Arms*, *G.Darius*, *Wild 9*, *Silent Hill*, *C&C Retaliation*, *B Movie*, *Alien Resurrection*, *Running Wild*, *Ninja* and *Wargames* without a care in the world. Even the long awaited footballing frenzy from our friends at Konami, ie *International Superstar Soccer Pro '98* turned up late and gate-crashed the party, and we've somehow managed to squeeze that in for you as well.

Is that it then? Well apart from our usual avalanche of competitions, news, tips, cheats and general Northern stupidity to wade through, yes. So until next month, take it easy.



**Jay Sharples**  
Editor



56

22

## Abe's Exoddus

This month's coverstar and all round space freak bounds back onto our consoles and we've got the world exclusive first play!



**EXPOSURE**

## B-Movie

Prepare for the alien invasion as GT Interactive's quirky space treat gets ready to crash land on your PlayStation in time for Christmas. An exclusive first look awaits you inside...

**EXPOSURE**

## Tekken 3

The King of the Iron Fist is back and it's officially the best thing ever. Hot new shots and much much more are at your disposal

**REVIEWS**



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## REVIEWS

### Honest, upfront and on your side

Every month, five resident experts take each and every game to pieces to give you the most unbiased reviews ever seen anywhere

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Can Konami reproduce their N64 form for the PSX league? Find out inside

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#### 40 Wild Arms

RPGs are a little scarce this month, but Sony's effort should keep quest thirsty gamers happy for the time being

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Sadly nothing much to do with the Matthew Broderick screen hit of the mid-eighties, but good wholesome entertainment none the less

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Oriental ass-kicking has never looked, or played, as good as this full roaming beat'em-up. Core have another corker on their hands



## REVIEWS 28

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Have Konami done enough to topple the major players of PlayStation football?



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Every single PlayStation title ever released is ranked and rated in our special section by our five expert gamers. All the ones to avoid, buy or try are detailed here enabling you to pick the precise title you're after and find out if it's any good or not. The most definitive buyer's guide ever. Plus, check out our Most Wanted list for an insight into the games that we're looking forward to at PSPro.

## EXPOSURE

### 50 Abe's Exoddus

We jetted across to California to hook up with Abe's designer Lorne Lanning and find out what's in store in the next episode







## REVIEWS 36

### ASSAULT

Save the Earth and satisfy your need for bloodshed with this action-packed alien romp. Check out page 10 for the PlayStation Pro money off offer



## REVIEWS 22

### TEKKEN 3

The Iron Fist Tournament returns with more moves and muscle than ever



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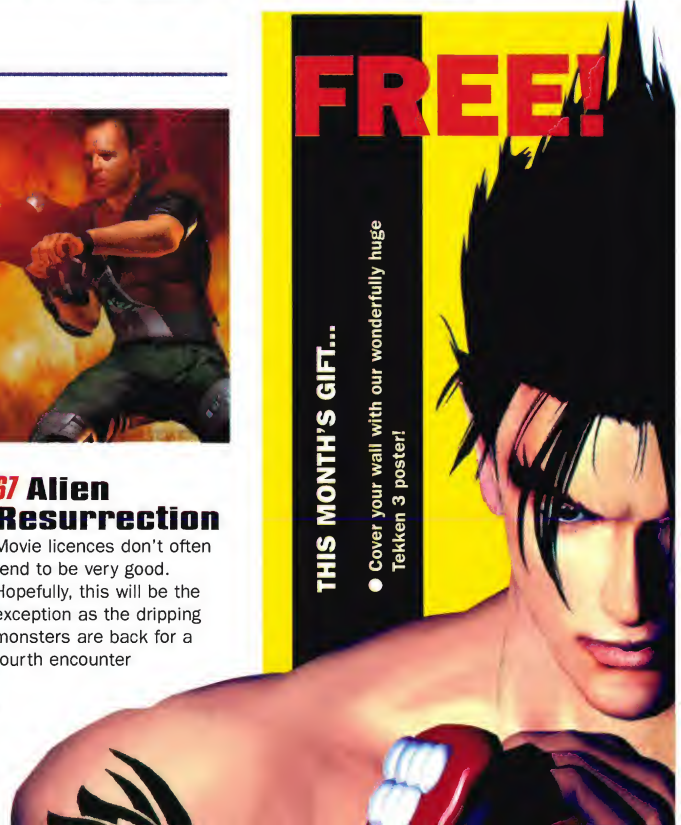
### 67 Alien Resurrection

Movie licences don't often tend to be very good. Hopefully, this will be the exception as the dripping monsters are back for a fourth encounter

# FREE!

THIS MONTH'S GIFT...

● Cover your wall with our wonderfully huge Tekken 3 poster!







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# LYPSE<sup>TM</sup>

## MINING

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# TOCA Touring Car

## Speed merchants

**C**odemasters have pulled out all the stops to ensure that *TOCA 2* is more than just an annual update for 1998. Twice the speed, detail, features and excitement of the original is promised. The game is also expected to stay as far ahead of future competition, such as the incoming *V-Rally 2*, to remain the leader in this genre for a long time to come, and you lucky people only have a couple of months to wait until it hits the shelves.

Everything about *TOCA 2* looks certain to set standards in the fields of graphics, sound and gameplay. In terms of graphics, *TOCA 2* will feature some of the most realistic visuals yet seen on the PlayStation. The game will run in hi-res mode and will utilise real-time light sourcing, ensuring that they're sharper, grittier and superbly detailed.

**On-track hazards will also be featured, such as flocks of pigeons that disperse as cars approach**

This experience will be added to by an ultra realistic use of sound. Codemasters have created audio effects so detailed that each tyre generates an individual noise against road surfaces. The game will also feature a drum-and-bass soundtrack, together with commentary by Top Gear's Tiff Needell.

### MICROSCOPIC DETAIL

It's the little details in the game that make it simply mouth-watering. For example, every car will have transparent windows enabling players to see each car's interior – complete with the driver being thrown about during high-speed manoeuvres. Crash damage will also be realistically simulated, with car wings and bonnets flying in all directions and windscreens not only shattering and smashing, but also collecting rain and bug splats. Trackside

features such as crowds and buildings will play a bigger part in the experience, and on-track hazards will also be featured, such as flocks of pigeons that disperse as cars approach.

### THE BIG EVENT

*TOCA 2* features the complete 1998 British Touring Car Championship season, and includes all the cars, teams, tracks and all the drivers (including *TOCA*'s recent acquisition, Nigel Mansell). The tracks available in the game will cover every official circuit from the BTCC '98 calendar – Donington Park GP, Silverstone International, Thruxton, Brands Hatch Indy, Oulton Park, Croft, Knockhill and Snetterton. Each has been created using wholly accurate landscape data from the Ordnance Survey Solution Centre.

If all this wasn't enough, *TOCA 2* will actually



Amongst the treats on offer in *TOCA 2*, both the outside and the inside of the cars will be featured, giving us the chance to see exactly where the drivers put their Garfields and fluffy dice



# Championship 2



The hi-res mode that looked so sexy in the hidden tracks of Gran Turismo will feature fully in TOCA 2. Graphics don't get much better than this

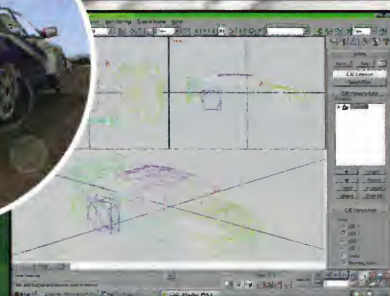
go beyond the confines of the BTCC. Included with the big races is the Support Car Championship, where players compete in specialised cars. The choice of cars in this mode will include Formula Ford, Jaguar XJ220, TVR 12+, Ford Fiesta, AC Cobra and the three-wheel Scorpion.

## DRIVE OF YOUR LIFE

From screenshots you'll have a good idea about what's going to be in the final game. If you're not at all excited about it then you should go see your GP, because when it comes out in November, we think this game could take the PlayStation into a whole new era.

Watch this space **PRO**

These screenshots are for people who think the racing game has reached it's pinnacle



Through the use of polygons and highly detailed texture mapping, Codemasters have made sure that each car is an accurate representation of its real-life counterpart. If nothing else, at least the advertisers will be happy





PLAYSTATION

ASSAULT

# 10,000 ASSAULT DEMO CDs UP FOR GRABS

Get a taste of the ultimate blaster by winning one of our free and exclusive Assault demo CDs. The game's action kicks off in the futuristic city of Arcadia – now lying in devastation from the impact of a giant object from the depths of space. Reports indicate that a swarm of alien creatures is pouring from the crashed object, and rampaging through the city.

You can select to play either Sgt Reno J Washington or Major Kelly Doyle (or both in the two-player game) – heavily armed troopers, encased in robotic armour, who are part of a rapid deployment team specialising in heavy weapons.

Destroying the alien invaders is what Assault is all about and the game features a stunning array of firepower including the Multi-Phase Pulse Rifle, a Magnetic Bolt Accelerator, an Ionic Flame-thrower, and in later levels you'll even get your mitts on some alien weaponry with unbelievable destructive power!



# £5 OFF THE FULL GAME FOR EVERY READER!

## ASSAULT £5 COUPON

£5 off Assault on PlayStation at Virgin Megastore.

Simply cut out this coupon and take it along to any Virgin Megastore and they'll give you £5 OFF the price of Assault on PlayStation! The game hits the shelves at the end of September, so get there quick sharp!

Only one coupon per reader. Offer subject to availability and not available outside the UK.

This voucher entitles the holder to a £5.00 discount off "Assault" for PlayStation.

1. Voucher is valid from 3/9/98 until 31/10/98.

2. Voucher cannot be used in conjunction with any other promotional offer or coupon.

3. Only one voucher per purchase.

4. Vouchers cannot be exchanged in whole or part for cash.

5. Vouchers are only valid in Virgin Megastores in the UK and Eire



## HOW TO WIN YOUR DEMO CD

To be in with a chance of winning one of these free, explosive and exclusive demo CDs, complete the coupon on the entry card on the front of this month's PlayStation Pro. Answer the question, fill in the tie-breaker and stick the completed form in an envelope and send it off to following FREEPOST address – Telstar Assault Demo CD Offer, FREEPOST (LE6304) Melton Mowbray, Leicestershire LE13 0BR.

## DEMO CD OFFER – TERMS AND CONDITIONS

Please read the following carefully before entering the competition. By entering the competition you are agreeing to be bound by the following terms and conditions.

This competition is open to all residents of the UK, except employees of Telstar Electronic Studios and IDG Media, their immediate families and anyone else connected with the creation and administration of this promotion.

Entries must be on the official entry form in ink or ball-point pen. The promoters reserve the right to disqualify incomplete, altered or illegible entries. No responsibility will be accepted for entries lost, delayed or damaged in the post. Proof of posting is not proof of delivery.

Entries become the absolute property of the promoters and will not be returned. The 10,000 prizes of an Assault demo CD will be awarded to the competitors who have correctly answered the question and who have, in the opinion of the judges, finished the tie-breaker question in the most apt and original way. There is no cash alternative for any of these prizes. The decision of the judges will be final and binding and no correspondence can be entered into. The closing date for the receipt of entries is October 31st 1998 and the winners will be sent their prizes as soon as possible no later than 28 days after the closing date. After October 31st 1998 the names of the winners can be obtained from IDG Media, Marketing Dept, Adlington Park, Macclesfield, SK10 4NP on receipt of a stamped, addressed envelope. Winners may be required to take part in publicity resulting from this promotion. The promoters are Telstar Electronic Studios and IDG Media.



# PRO BAROMETER

A monthly look at what's been top and what's been plop in the wacky world of the PlayStation Pros...

**↑**  
**TOP**

Swanky Hollywood hotels, flammable Crash Galiaghers and untold L.A. treats courtesy of Liz and Guy at Sony UK

GT interactive for organising Chicken's whistletop tour of Oddworld

Activision's Dublin extravaganza

Ripped out fireplaces



The sound of silence

The lack of air conditioning

Whistling Macs

Comedy footwear

Gratuitous breast counts by gratuitous tits

Visiting the wrong castle

The modelling talents of Beastmaster

A mouse's ear



**↓**  
**GO**

## Palm Invasion

Few things were more important to the history of the universe than the release of the *Space Invaders* arcade game (except perhaps the invention of the widescreen telly). Hours, days and weeks of mortal's lives were spent shooting little dancing sprites, attempting to save the world from being squashed under the weight of a bunch of glowing insects.

Of course, we don't waste our time with that kind of thing now. Well, yes we do actually, and bloody good fun it is too. That's why Bandai (the creators of *Tamagotchi*, and the kings of tiny toys) have decided to bring the arcade classics into the nineties, by reducing them into handy pocket key-ring versions. *Space Invaders*, *Tetris* and *Anaconda* are available, each sold at £7.99.

What's more, those generous types at Bandai have given us five of each game to give away. The first 15 readers to send in a postcard will receive one of these miniature marvels. Send your entry on a postcard to: INVADERS, PlayStation Pro, Media House, Adlington Park, Macclesfield, SK10 4NP.



THE  
LAST  
THING  
TO  
GO  
THROUGH  
THEIR  
MINDS



# Whole New Ball Game

**W**orld League Soccer '98, quite frankly, beat the shite out of any other football game (except perhaps the mighty FIFA '98) when it was released in May. It's no surprise to learn then that Eidos are planning to unleash WLS '99 before the end of the year. Eidos' justification for the keen release of this sequel is the addition of some revolutionary graphics, extra player moves and speed optimization.

WLS '99 will take advantage of the PlayStation's hi-res capabilities and will feature fully textured players. A new compression technique will also be used to allow more frames of fluid animations.

The crowd movement will look more realistic and lighting effects will be developed to a higher standard than previously seen. This is exciting news for a nation hooked on the beautiful game, and an improvement on WLS can only be a bonus for PlayStation owners. We'll definitely be bringing you more on this title as our preview version will be displayed in next month's mag.



The best footy game is back in town in a brand spanking new '99 edition. We simply can't wait



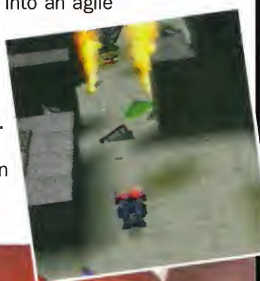
With even better graphics and smoother gameplay than before, WLS '99 will rock the big boys of FIFA once again

## DEATH COP SHOCK

**E**A's *Soviet Strike* and *Nuclear Strike* were two of the most addictive blasters ever to set foot in the land of PlayStation. Now, the team who created these classics are to bring us another enemy-ridden painfest. The offender in question is *Future Cop: LAPD* and it's due to be set loose this Autumn.

If you hadn't guessed from the title of the game, you play a futuristic rozzar in the state of Los Angeles. Your trusty copmobile is an experimental, world-class assault vehicle that has the power to change from a powerful mechanical walker into an agile hovercraft. It's equipped with some serious firepower including direct and overhead missiles and a devastating machine-gun. Very useful when you're continually surrounded by swarms of crims.

Shoot'em-ups are appearing 10 to the dozen at the moment, but from a look at an early version of the game, it looks as if *Future Cop* could be the one in most shopping bags this autumn. As always, it's the two-player modes that extend a game's life, and this baby has some of the best yet. Stay tuned for more on this potential contender.

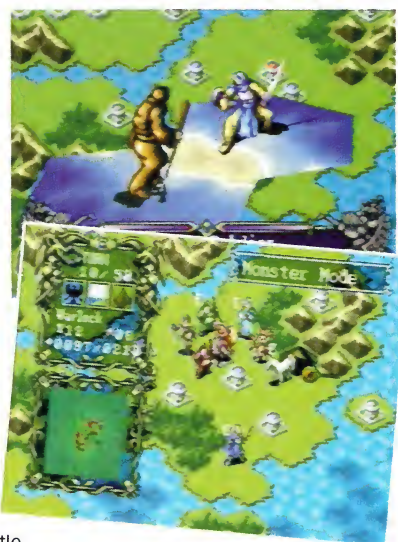


## HOME-MADE MONSTERS

**T**he new release from ASCII Entertainment is a conversion from the 16-bit *Sega Genesis* classic of the same name. "My god", I here you say, "this already sounds like the best game ever made." But hold your sarcasm, because it actually looks a very promising title.

*Master Of Monsters: Disciples of Gaia* is a multi-player turn-based strategy game, giving the player control of a section of land. With the exclusive option of being able to create your own monsters, *Master of Monsters* pits you against a number of enemies who learn by their mistakes and gain attributes from each battle.

Each player takes a turn at moving around the land until they are faced by an enemy. The two foes then fight it out in a 3D arena. Once you have built up an army of monsters you can build up enough strength to dominate areas of land, eventually aiming to take over the world. With over 40 maps to master, this is bound to be a coffee and pro-plus special. ASCII plan to release *Master of Monsters* in October, but you will see a full review of the game before then, in your might PlayStation Pro.







## Rev It Up



**Moto Racer may have been disappointing, but we have high hopes for the sequel**

**S**queeze into your leathers and polish your helmet for more motorcycle madness from Electronic Arts. *Moto Racer 2* features more tricky tracks to tempt you, as well as a level editor to create your own racing challenges.

There's also a new multi-player mode (allowing up to three players to race), and a replay movie option to prove to your mates how much of a Barry Sheen you are.

If you're up for some of this wheely good action, *Moto Racer 2* should be with next issue.

## NOVEL IDEA

**I**f you fancy giving those joystick-battered fingers a rest, then check out the latest graphic novels from Titan Books. For those of you who watched the movie and are now obsessed with lizard types, *Godzilla: Age Of Monsters* and *Godzilla: Past, Present, Future* follow the demolishing exploits of the green monster as he travels in both time and distance.

Other books in Titan's range include *Batman: Other Realms*, which contains two tales of the Caped Crusader's adventures; *The Crow: Flesh And Blood*, where the birdman is reincarnated as a woman; and *Hellblazer: Tainted Love*, which features a gruesome encounter with the King of the Vampires—perfect for a bit of bedtime reading. Check them out.



# TENCHU 天誅

## STEALTH ASSASSINS

Shed blood with discretion and move without detection in the shadowy world of Japan where only the unseen survive. Take on the role of a ninja who must master stealth, strategy and cunning to stay alive.

Enhanced from the highly successful Japanese release, *Tenchu* sets a new benchmark in action/adventure games.

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Unique scoring rewards your stealth and cunning



Twenty two weapons range from ninja swords to magic spells



Unparalleled enemy AI

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# Hong Kong Fury

If you're mad on martial arts, then keep your eyes peeled for the latest offering from Radical Entertainment, Jackie Chan's *Stuntmaster*. Set in the heart of Hong Kong, *Stuntmaster* is a 3D action game featuring the motion-captured fighting funster in both character and voiceovers.

Jackie's mission is to retrieve the stolen film reels of his latest movie, fending off a series of shady miscreants and dodging various obstacles on the way. You'll also be able to parade your punching prowess with over 40 arse-kicking moves and a series of context-sensitive combos (which will vary according to the situation you're in at the time), as well as use items such as bottles and chairs to defend yourself.

If you're a fan of the man they call Chan, we'll have more on *Stuntmaster* as soon as we can. Promise



Now even the beat 'em-ups are endorsed, as the king of the kick-in-the-balls puts his name to a game



## TRIBAL DANCE

Another of Radical Entertainment's forthcoming releases is *Tribal*, a futuristic fighting epic featuring a gang of nomadic anarchic youths from all four corners of the globe. Repressed by the world's governing bodies, the posse of punks loiter around derelict arenas and fight amongst themselves to find the champion combatant.

However, the game isn't just about fighting – the game features a capture-the-flag element where the player must light a series of markers while leading their opponent a merry dance as they try and tackle you for your lighting-up powers.

With an arcade mode, as well as single and multi-player battle modes, *Tribal* will keep lovers of fast and furious gameplay amused for hours when it makes an appearance this Christmas.







## POLICE REPORT

Accident Report / RTA-1156

Date: 1st September 1998

Time: 14.43 hrs

Injuries: None

Attending Officers Report:

Badge No: 362661

"This is the twelfth incident of this type within seven days. All because V-Rally is now available for just £19.99 as part of the Platinum range. What do the makers of V-Rally think they're doing? Don't they know it makes people think that doing a handbrake turn at over 90mph is easy? Doing 160mph down a country lane is not a piece of cake, believe me."

GMP/RTA/R11-675

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Official PlayStation Magazine 9/10   
PlayStation Plus 94%

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GOODIES FROM YAMAHA**

# DEVASTATING BEAT CREATOR

**W**ith the sudden interest in musical games for the PlayStation, we've teamed up with the incredibly nice people at Yamaha and Solutions By Design to offer you the chance to win your very own Yamaha DJX sound machine (worth £269.99).

The DJX is set to be released in the UK in September and this latest piece of kit from the masters of the keyboard is aimed at people without any history of tickling the ivories. We set our resident noise maker, Chicken, loose with one of the first machines to arrive in the UK and he couldn't leave it alone. In fact, it's still in his house where it's currently annoying the neighbours.

The DJX contains 238 dance music/rave/techno sounds, including hits, scratches, breakbeats, loops and voice samples. If that's not enough for you, you can even sample your own noises into the in-built sampler and play them back through the keyboard.

The best bit though is probably the Arpeggiator which allows you to simply hold down a few notes and the DJX automatically creates sexy patterns based on the notes you're playing. It's all very clever indeed.

There are tons of features including a Ribbon Controller, full MIDI compatibility and real-time control knobs to let you change the frequencies and filters. It's so easy to use it's almost foolproof and if you're even slightly interested in making your own music this is the ideal prize for you. It may even stop you playing your PlayStation for a bit.

If you need further information on the DJX you can contact Yamaha on 01908 366700, but for now you can enter our competition because we've got three of the digital beasts to give away...

To enter, simply answer the following question on the back of a postcard or stuck down envelope. Multiple entries are allowed (but we'll make sure they don't win). Send your entries to;

**Hey Mr. DJ Competition**, PlayStation Pro, Media House, Adlington Park, Adlington, Macclesfield SK10 4NP

#### **QUESTION:**

Early nineties rave band Altern 8 were famous for wearing which gimmicky item of clothing?



You too could look like Big Stu, our very own PSPo 'Beast' in this fetching Dance Machine cap and jacket ensemble





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# PRO LETTERS



It's mid-afternoon, we're on deadline, the boss is going barmy, it's 88° in the shade and we're all sat beneath a red-hot metal roof with no air conditioning to ease the pain. Oh joy, the postbag's arrived...

Send your letters to: PRO Letters, IDG Media, FREEPOST (SK3038) Macclesfield SK10 4YE or email me at [jay@idg.co.uk](mailto:jay@idg.co.uk)

## Good Gear

I'm putting pen to paper because I want to congratulate you on such an unbelievable mag. The divine PlayStation Pro is getting better with each issue; for instance, the new-look is more attractive and you have more information and basically it's the dog's bollocks! The best issue so far has to be issue 23 with the article on all the games to look forward to.

My mum ended up confiscating my mag because I wouldn't shut up

about the E3 show in Atlanta.

Anyway, can you answer my questions?

- 1) Resident Evil 3 is the game I want to know about and I can trust that you will have the first news on it. So, any news?
- 2) Will Metal Gear Solid be here before Christmas?

*M. Markie, Kettering*

Glad you liked the mag "M", but I'll cut to the chase and get on with your answers...

- 1) Indeed we will. But Resident Evil 3 is still in the very, very, very early production stage, so you'll have to wait a while for this baby to arrive.
- 2) It's looking very doubtful. The latest we've heard here at Pro is March '99.

## Silver-tongued Cavalier

Both you and I know your mag is tops and is as funny as watching a man throw himself under a bus, but in the July issue, Jennifer from Manchester wrote in - she's got a cheek accusing PSPro of being a porno mag and saying you have no respect for women.

It's bloody lovely innit? Some mags are aimed at lads and some at gals, and it just so happens that PSPro is aimed at lads - so why don't you just except the fact instead of moaning Jennifer?

Printing pictures of men with their tackle out would be a mistake and would certainly affect the sales and reputation of the best PlayStation magazine, and that mustn't happen. I admit that I'm one of the sad gits that dreams of Nina Williams and I do choke my chicken over Lara, but that doesn't mean I'm twisted and have no respect for the opposite sex.

Don't get me wrong; I've had loads of girls, but I always make the mistake of calling them a bitch and I end up getting dropped like a bad habit. Before I go and masturbate over that classy Lara poster of yours, I just want to ask Jennifer if she wants to be my penbitch... ahem, I mean penpal.

So, Jennifer. Do ya wanna?

*Charlie, Cammonee*

Well Charlie, I know you enjoy the girls, but I think you need to chill out on the cyberbabe fantasies 'cos that ain't gonna get you nowhere. As will calling young ladies bitches. You're not Snoop Doggy Dog so stop acting like it. And I can't imagine that Jennifer is gonna feel the urge to put pen to paper.

## Budding Beasts

Could you please tell me who that dark-haired angel is in your World Cup mag is?

Has she got a pair of wings, because she is definitely of heavenly origin. Is there any chance of a picture of the above mentioned lovely to brighten up my office?

Who is the stunning babe on the letters page of issue 21? What a body!! Any chance of some more pictures of her? I think she can only be described as 'perfect'.

*James Harvey, Cardiff*

That gentlemen, is our very own Miss Bea Havin in one of her frisky moods. Expect to see a lot more of her over the coming months.

## Talking Right

I would just like to complement you on how you describe games. If a game is shite, you say it's shite and don't say stupid things like..."It's a sub-standard game that may only appeal to fans of the genre." Anyway, I've become a fan of Terry Pratchett's Discworld books and I was wondering how similar they are to the games available. Any advice?

*Gareth McLayhlin, N.Ireland*

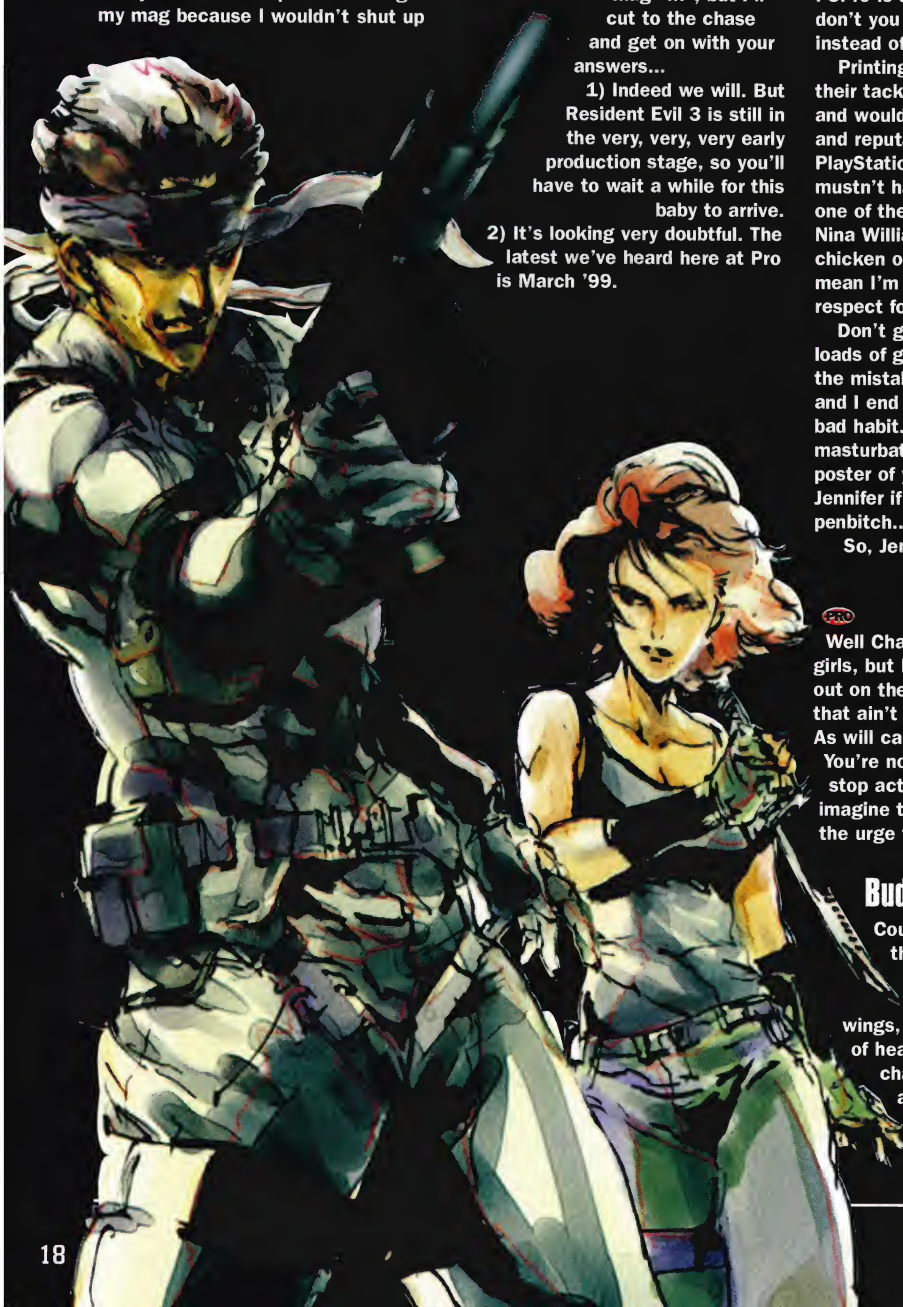
That's us: Bullshit free and proud of it. Discworld did you say? Mmmm, not particularly my cup of tea, but both of the PSX titles are true to the books as far as I'm aware. Check the PRO Directory for our Pro Score.

## Directory Dumbass

I have a really good idea for a game and I was wondering if you could give me the addresses for the following companies: Core Design, Ocean, Electronic Arts, Acclaim, Psygnosis, BMG Interactive and Capcom. Thanks.

*Peter Williams, Gwynedd*

A) You'll find a big list of various companies' addresses, along with their website details and phone numbers on page 105. We put all this info there so people, like yourself, wouldn't hassle us with such questions. B) BMG are now known as Take 2. C) Capcom are based overseas, but you can reach them via Virgin Interactive. D) Go to it Peter.





## Chopper Fiend

Whilst reading issue 22, I noticed an article on a game called RC Stunt Copter. I would like to know when this game will be available if you could tell me, as I used to fly RC helicopters myself, but since moving there is just nowhere to fly it anymore. I need a copy of this game as it'll be the only way I could still keep on flying.

B E King, Kent

**PRO** RC Stunt Copter will be coming out over here via Interplay around Xmas, and from what we've seen of it so far, it's looking rather treat, with the control mechanism offering a pseudo-simulation when coupled with the dual Analogue pad. Tune in next issue when we should have a great deal more on this, and Interplay's other forthcoming treats.



## MASG's Monthly Moan

I'm writing to complain about something that happened to me when I walked into my local newsagent to buy the latest issue of PlayStation Pro. Without any warning there was a price increase of four pence.

The problem was that I only had £2.95 on me, so I had to go home to get the extra four pence in order to buy the mag. I think you should have warned readers beforehand, but I think the mag is worth the extra money, especially for the sexy pictures of Lara and all the other foxy ladies from the E3 show.

MASG, Brighton

**PRO** Are you never bloody happy? Virtually every month you write in moaning about something or other – why? Is this a desperate bid for fame MASG? What's going on? At the end of the day MASG's old boy, what can you buy for four pence nowadays? Nothing, apart from a couple of penny chews from the newsagents.

By putting the price of the mag up by four pence we're stopping all those readers who normally hand over three quid from saying "No it's alright love, keep the change. I'll just grab some of these" before scoffing a handful of sugar coated treats. We're on a mission to fight tooth decay man! Brush your teeth, don't eat sweets and read PlayStation Pro! That's the message MASG, and as you say, the chicks more than make up for the shortchange. Hubba hubba.

## Whining Little Brat

You bastard! Correct me if I'm wrong, but you are the editor of this fine distinguished publication and it's my reckoning that YOU decide what goes in the mag. Therefore, why the hell didn't you print the caricatures I sent in to you? I'm not blowing my own trumpet, but I thought they were all right. I called your office and spoke to someone and they promised that they'd go in the next issue of the mag – but they haven't appeared yet! So tell me Why?

Steven Christie, Fife

**PRO** Correct me if I'm wrong, but haven't you been moaning about these bloody sketches since the dawn of time and NOBODY bloody promised you anything. You're right, I decide what goes in the mag and

your piccies didn't because they weren't as good as the others we received. Okay? Now go and blow your trumpet elsewhere and send your pictures to Tony Hart if you want recognition.

## It's Like That...

Men In Black is shite! And Elenor Savage from issue 23 – Piss off! We like porn and that's all there is to it.

Ross Howie, Glasgow

**PRO** Tell it like it is Ross.

## PC Predicament

Your mag is the best, but can you tell me if it's possible to link my PlayStation to my PC monitor?

Aaron Worthington, Kent

**PRO** Not according to our resident PC 'expert' from PC Home magazine. He says that PlayStations give out an RGB signal, whereas PCs give out some strange PC signal. Therefore, never the twain shall meet. Well, that's what he reckons anyhow. But it wouldn't be the first time he's been wrong...



Each Letter Of The Month receives a free game courtesy of our friends at Gameplay, Britain's biggest mail-order supplier of computer games



## Resident Evil 2 Mystery Solved

First off, your magazine is top dog and having read it from issue three onwards, I can safely say it's gone from strength to strength. But enough brown nosing, after reading Simon Murphy's letter in issue 23 I had to write in and clear something up; the character he referred to in the adverts for the Resident Evil 2 guide book – Elza – isn't in the final game, but she appeared in the version that Capcom originally slated for a March release.

Elza Walker was a blonde gun-toting university graduate who was trapped in Raccoon city police station with Leon, she was later scrapped from the game and replaced with Claire. Apparently the early version of the game included fire and bullet-proof suits, a firing range and zombies that broke into a sprint when your back was turned.

How do I know all this? Because I'm a smart-arsed git who also happens to be a big RE fan. While this sheds light on who Elza is/was, why the advert for the guide would include her is anyone's guess. Maybe someone had drunk too many shandies the night before putting the ad together. I hope this helps.

Jamie Davies, Maesteg

**PRO**

Well, well, well. Now ya now. Cheers for clearing that up Jamie, and now you mention it I too seem to recall early screenshots displaying a blonde-haired lovely in a red jumpsuit – thanks for jogging the old memory. Have a copy of Diablo for your troubles... smart arse.





## MEET THE PROFESSIONALS...



**NAME:** JAY SHARPLES  
**FLAVOUR OF THE MONTH:** Tekken 3  
**PREFERRED GENRE:** Beat'em-ups  
**LOVES & LOATHES:** Kicking ass on Tekken 3 has taken up plenty of Jay's time this month, but most of his time has been spent avoiding Jeremy McGrath and the dreadful Wild Arms



**NAME:** PAUL (CHICKEN) MCNALLY  
**FLAVOUR OF THE MONTH:** Abe's Exoddus  
**PREFERRED GENRE:** Simulations  
**LOVES & LOATHES:** Having been flown to California this month for his exclusive Abe's Exoddus exposure, Chicken loves Oddworld and hates American airport cavity searches



**NAME:** JAMES CANNON  
**FLAVOUR OF THE MONTH:** B-Movie  
**PREFERRED GENRE:** Racing  
**LOVES & LOATHES:** The sci-fi supper served up in B-Movie was first choice off the games menu for James, but he hated the Wild West grits served up by that varmit Wild Arms



**NAME:** KAY WELLBY  
**FLAVOUR OF THE MONTH:** Wargames  
**PREFERRED GENRE:** Puzzles  
**LOVES & LOATHES:** Pro initiate Kay was thrilled pink by the battle-mongering Wargames, but was sickened by the rotting corpse that is Jeremy McGrath Supercross '98



**NAME:** SAM THOMAS  
**FLAVOUR OF THE MONTH:** WWF Warzone  
**PREFERRED GENRE:** Beat'em-ups  
**LOVES & LOATHES:** Those frights in tights put a smile on new-boy Sam's face this month (and at weekends). However, Jeremy McGrath soon gave him Spandex nightmares

# Your monthly guide to what's hot and what's not starts here

### What's the score?

- 1** ABSOLUTE SHITE. DO NOT BUY THIS GAME, NO MATTER WHAT
- 2** SHODDY, UNINSPIRED CRAP THAT SHOULD NEVER BE PLAYED
- 3** VERY POOR. NOT THE WORST THING EVER, BUT NOT FAR OFF
- 4** WELL BELOW PAR WITH SOME MAJOR LEAGUE FLAWS
- 5** AVERAGE. STRICTLY FOR THE HARDCORE FAN OF THE GENRE
- 6** NOT A COMPLETE DOG, BUT COULD HAVE BEEN A CONTENDER
- 7** CHECK IT OUT FIRST BEFORE PAYING HARD CASH FOR IT
- 8** A POTENTIAL CORKER THAT DOZES QUALITY IN SMALL DOSES
- 9** AN ESSENTIAL PURCHASE THAT'S RECOMMENDED BY ALL OF US
- 10** THE PERFECT GAME IN EVERY CONCEIVABLE WAY. A RARITY

### Our icons explained...



**RENT IT!**  
 Entertaining for a while, but the lastability factor is highly doubtful. Fun for a night though



**MUST BUY!**  
 Simply essential. This is quality gaming and must be bought immediately. If not sooner



**TRY & BUY**  
 A quality title that's a preferred taste. Not everyone's cup of tea, but well worth trying out



**AVOID!**  
 Not worth a penny of anyone's money. This is naff, bland and one to avoid at all costs



32

If you wanna get wet and stink of fish, you can now avoid the local brothel and play G.Darius instead





38

22 Tekken 3

28 ISS Pro '98

32 G.Darius

34 WWF Warzone

36 Assault

38 C&C: Retaliation

40 Jeremy McGrath Supercross

40 Wild Arms

42 Wargames

44 Ninja

46 Platinum: Releases



# PREVIEW





# Tekken 3

The king of the Iron Fist has returned...  
and it's f\*\*king amazing



12 hidden characters make for a total of 22 playable hard asses, with 14 of them making Tekken debuts, and the introduction of new fighting styles means Tekken 3 offers more martial arts diversity than any other game

I won't waste your time by waffling about the storylines, characters, hidden bits or the varying modes of play. I won't even bother going into how nice the graphical enhancements are, or how the playability of this game is un-bloody-believably amazing – as you can find all that elsewhere. All I'm gonna say is I know it's another fighting game, but this is *the* fighting game. Tekken 3 kicks big-time ass and you need to get yourself down the shops sharpish and secure your copy. Nuff said.



Eddy Gordo (and his alter ego Tiger) uses the Brazilian dancing/fighting style of Capoeira. Expect to see back spins, windmills and the mashed potato claiming victims left, right and centre when this funky brother gets down







Namco are always at the forefront of innovation, and with **Tekken 3** they've once again set new standards of playability with the inclusion of two new game modes: **Tekken Force Mode** and **Tekken Ball Mode**. No other fighting game gives you such a healthy slice of rumble pie, and if you've got any sense, you'll be off down to your PlayStation pastry shop this very instant!

## BALL MODE

This is basically beat 'em up Volley Ball whereby the ball is the tool of your tangle. Before the bout commences you must choose whether to play with a beach ball, a gum ball or an iron ball, depending on your skill factor. The heavier the ball, the less time it spends in the air, which means you have to think and move much faster, obviously upping the difficulty.

You play on a court, not dissimilar to a Volley Ball court, with a character on either side waiting for the ball to drop into the centre of the playing area before the fight begins. By striking the ball you'll propel it across to the other side of the court sending the force of whichever move you used with it.

Should your opponent fail to make a clean strike, returning the ball to you, they receive the brunt of the force corresponding to the move you used. The same also happens if the ball touches down at the back end of the court,

and you can engage in some good old hand-to-hand stuff should you get close enough and have time to spare.

It's a strange addition to the fighting genre which actually works quite well once you get the hang of it. It's still all about timing, the difference being you have longer to prepare your attack, knowing the hurt that's coming your way if you make a hash of it. Ball Mode also offers the first opportunity you'll get to meet Gon, the little orange dinosaur Namco included due to his comic book popularity in Japan. Defeat this little citrus Godzilla and you'll find him waiting for use on the character select screen.



## FORCE MODE

In this mode of play you're treated to a *Streets Of Rage*-style side scrolling action-packed pagga frenzy which can be entered by any character.

Your task is to fight your way through four stages of henchmen, all rather bizarrely named after birds, who attack from either side of the screen. Your character can move between the foreground and background during this scrap fest as you bid to fend off up to four enemies at a time – a real tribute to the *Tekken* engine with the game suffering no slow down effects!

Although most of your enemies have a far shorter energy bar than any of the proper *Tekken* characters, this isn't as easy as it sounds. First of all, it's one strike and you're out. So if your over-keen opponents get in a couple of lucky punches, the situation changes from an all out Kung Fu extravaganza to a cagey stand-off showdown.

Extra energy can be found in the form of chicken, but you'll often fail to make the pick-up due to oncoming enemies with an appetite for pain.

Then there's the strict time limit each stage must be completed in. With every defeated opponent comes a time bonus award which fluctuates depending on the size of the character's energy bar. So you need to be quick and efficient to get through the stage and meet the boss character at the end, another of the main *Tekken 3* characters.

Defeat this last foe before the clock reaches zero and you'll find yourself starting out on the next stage, where the bad guys are a little stronger and a little wiser – often using blocking manoeuvres and outnumbering tactics.

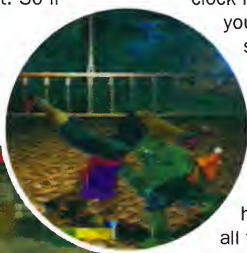
The stages get progressively harder with the henchmen becoming stronger all the time. When you make it past the boss on the fourth stage and complete Force Mode you'll be granted a bronze key; the second time a silver key is awarded and third time gets you the gold. But what are these keys for? Hmm, I'd guess they'd be used to unlock someone!

Take on Force Mode a final time to meet with the drunken Dr. Boskonavitch who now appears



as the fourth round boss – defeat this quack and he's yours to play with, but don't be fooled by his inebriated stagger, he may be seeing double, but in his current state the guy thinks he's bullet proof!

Believe me, it really is more difficult than it sounds as your enemies will often work in a sucker punch from off screen which is the single annoying thing about *Tekken 3*, but it's forgivable. When you take the game as whole it's head and shoulders above everything else and it's difficult to see beat'em-ups getting any better than this. But then there's always *Tekken 4*...





# THE FINAL BLOW

Theater Mode is another additional game option is new to Tekken 3. It's not so much a game mode as a library of ending movies – the rewards for completing the game with each of the various characters. So rather than having to play through 10 bouts when you fancy taking a look, or show a friend, the quality of Tekken 3's cinematics, you simply select which film you'd like to view, provided you've remembered to save them!

**ANNA**



**BRYAN**



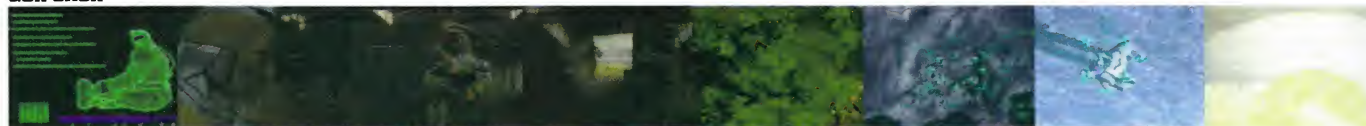
**EDDY**



**GON**



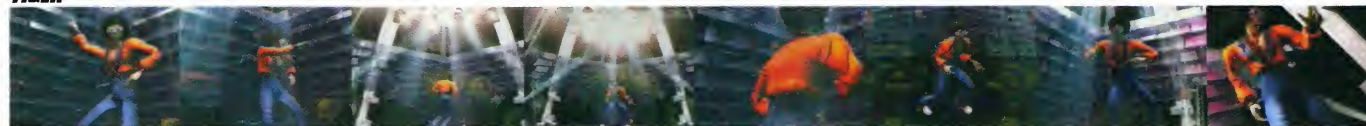
**GUN JACK**



**HEIHACHI**



**TIGER**



Ream light sourcing, stun induced delayed reaction, texture mapping and perfectly realised animation make Tekken 3 one of the best looking games you're ever likely to see



REVIEW





## YOSHIMITSU



After being brought back from the brink of death by his friend Dr. Boskonovitch Yoshimitsu enters the tournament to repay his saviour by returning with the blood of the God of Fight



## FOREST LAW



The influence of family friend Paul Phoenix ensures Forest Law enters the tournament, against his father's wishes. Forest bids to become the new champion of the Iron Fist Tournament



## JIN KAZAMA



Jin enters the tournament intent on avenging the death of his mother, Tekken 2's Jun, by destroying the God of Fight. His grandfather, Heihachi Mishima, has been training Jin in readiness for the challenge



## HWOARANG



This student of Tekken 2's Baek fights using two different stances which he can switch between at will, each one bringing with it a full range of awesome attacks. He promises to make an impressive debut



## PAUL PHOENIX



At the ripe old age of 46, Paul Phoenix returns once more to take part in his third Iron Fist tournament, hoping to make a name for himself in the annals of history as one of the world's greatest fighters



## LEI WULONG



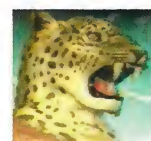
Recent investigations into suspicious deaths have led this Hong Kong police officer to the tournament. He enters confident of leaving with all the answers and the elusive Iron Fist tournament title



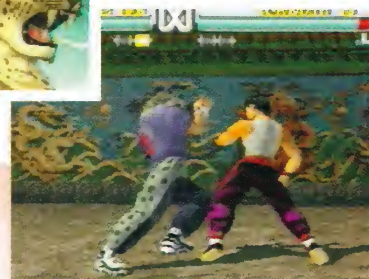
## NINA WILLIAMS



Nina has spent 15 years in cryostasis since the last tournament and has the God of Fight to thank for reviving her. Her orders are to kill Jin Kazama, and her experience could prove the deciding factor in her victory



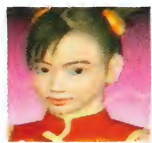
## KING



This is actually the second King, an orphan who grew up idolising the original who died at the hands of the God of Fight. Years under the instruction of Armour King have prepared King for the competition







LING XIAOYU



Ling takes her place among the entrants after Heihachi Mishima promises to help her realise Ling's life-long dream of owning her own amusement park, provided she wins the Iron Fist title



The impact animation when a good blow hits home is about as realistic as you are ever likely to see, plus there's more blood on show in Tekken 3 than with the earlier versions - further enhancing the ultimate fighting experience



EDDY GORDO



Eddy's father was gunned down after his efforts to expose a drug cartel. After fleeing in fear of his own life Eddy is ready to take revenge for his father's death and enters the tournament to test his fighting skills



## PRO SCORE

PRICE: £44.99

PUBLISHER: Namco

GENRE: Beat'em-up

MUST BUY



**T**ekken 3 is simply the finest fighting experience ever. Drop dead gorgeous graphics, unrivalled gameplay and more return play pulling power than a fresh pair of silicon enhanced puppies make this the essential purchase of the year. I really can't fault it one bit. It may be a tried and tested formula in a genre swamped with inadequate clones, but this really is the best of the bunch and you simply must buy it immediately. It really is the only beat'em-up worthy of your attention.

JAY ●

### WHAT'S THE SCORE

|             |    |
|-------------|----|
| GRAPHICS    | 9  |
| SOUND       | 9  |
| GAMEPLAY    | 10 |
| LASTABILITY | 10 |

10

### PRO PANEL

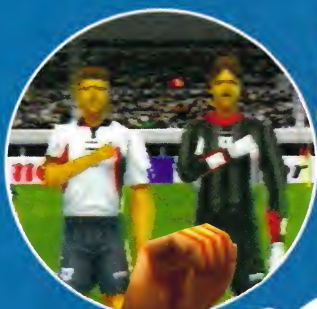
**CHICKEN** The best fighting game ever. Only Dead Or Alive comes anywhere near. This machine constantly surprises you with what it's capable of. Superb stuff. Just get it

**KAY** Smoother movements, better music and a whole lot more gameplay - it's a fighting dream! Get your ass down to the shops and buy it now, before I come round and slap you

**JAMES** Only Namco could surpass Tekken 2, but nobody expected such a huge improvement. It's finally arrived, so what the hell are you waiting for? Buy it! Now!

**SAM** By now you shouldn't need any more help in making your next game-buying decision. If you do, here it is - get down those shops and place those hard-earned notes on the counter







# ISS Pro '98

**Can Konami live up to the hype created by their sublime N64 version of ISS, or will millions of gamers the world over be disappointed again?**

**A**ny football fan not blinded by machine rivalry will tell you that *International Superstar Soccer* on the *Nintendo 64* is the most faithful recreation of the beautiful game ever. And while many have tried, all have failed, without exception, to match its free-flowing realism and excitement. In fact, no one's even come close. So hopes were naturally high for the '98 edition on the PlayStation, but I'm afraid I'll have to dampen them a little.

You'd have thought *Konami* would easily be able to do the business this time around wouldn't you? After all, it is their game so porting it over should have been a doddle. Okay, so the last one was disappointing with sluggish player response being the main flaw, but that could have been down to the fact that the first game pre-dates the analogue controllers. This time, to quote the England '82 World Cup squad, 'this time, they'll get it right'. Unfortunately, just like that World Cup side, as they've had about as much success.

## PLENTY OF SPEED

There's no denying it's an improvement. The players seem to have been taking amphetamines as everything moves at a much more acceptable pace. It looks nice, with smooth animation complementing the impressive graphics. It plays quite a good game with passing and vision playing key roles in a successful player's game – as well they should. And the two-player game at times is as thrilling as anything that's gone before it.

However, for each major plus there's an equally serious minus point. While quicker this time around it's still not quite pacy enough. Even the top teams can be

frustratingly slow, and there's nothing I can think of that's more infuriating than putting together a crisp passing move that unlocks the defence beautifully, only to be spoiled by *Konami's* interpretation of Denis Bergkamp lolloping after it with all the pace of a Beazer Homes League centre forward.

## GULLIVER'S TRAINING GROUND

I said it looks nice, and it does, but again something's wrong, although it's difficult to define. I suspect the proportions between pitch and player size may be slightly out of sync (the pitch seems to be too small, even though the players are more on the Dennis Wise physique scale than the Tony Adams), but I'm not entirely sure. There's something anyway. Not that it spoils the game, but until you grow accustomed to the scale it will probably irritate you as much as it did me.

As far as gameplay goes, what it does it does well, but for the seasoned footy game veteran it's just too simplistic. Where are the chipped one-tos? The step-overs? The feints and dummies? There's not even a way to stop and turn quickly so as to wrong foot the pursuing defender. All you get is a through ball, cross/long ball and the mandatory pass and shoot. Depending on positioning of player and ball there are headers and volleys of course, but they've been standard for a long time now.

Where *Pro '98* is lacking is in the area that allows players to develop their skills as they progress. At first just doing the basics is enough, but you'll soon master those and be looking for some new tricks to put in your portfolio. Unfortunately there aren't any and that seriously damages the game's longevity (not to mention owner's pride because, and I hate to say it, that's something the *N64* version excels at).

The one aspect I can't really fault is the animation. This has been tweaked very well indeed with players now able to take flighted passes in their stride (stunning effect, very televisual), and there are plenty of theatrical dives thrown in for good measure. In fact, I'd go as far as to say that this is the one thing where *ISS* has the jump on its competitors.

For that matter, you can't criticise the presentation either. The menu screens are nicely laid out and easily navigated, there are plenty of options to be fiddled with (game length, weather conditions, stadium etc.) and styles to chose from (friendly, league, customisable cups, training and so on), and there's even been

something of an effort to make the players actually look like their real-life counterparts. Which is nice. Again though there's no license, so we're lumbered with 'similar names' for the

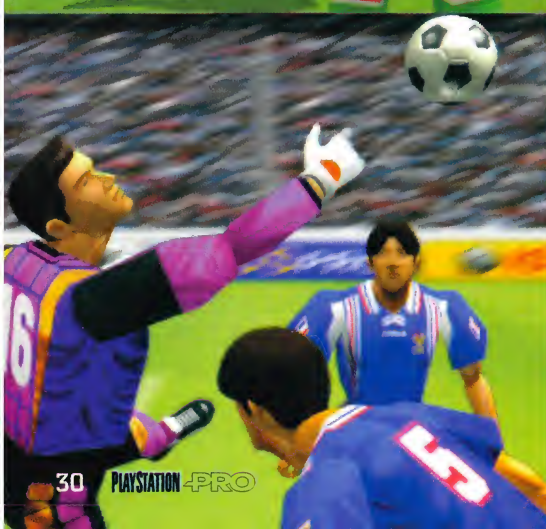
**Denis Bergkamp now lollops after the ball with all the pace of a Beazer Homes League centre forward**



The England players throw their hands up in fear as a great big boot invades the playing area. Michael Oren chooses to ignore the foot and his uncool name change and instead celebrate his goal







A promising attack from the lively Nigerians breaks down under heavy pressure from the Italians



ISS Pro '98 gives you the chance to take free kicks Beckham style. Unfortunately, you can't kick out childishly at opposing players though

players instead of real ones, which for the Statto's among you is always going to be an unforgivable omission.

However, you can choose from just about every international team imaginable, so we shouldn't moan too much. It's just a shame the 'Coup de Monde' licensing the game carried in Japan couldn't apply worldwide (EA monopolising everything again no doubt).

#### EXON VALDERAMA

Having said all that there's one thing in the game that I hate above all others, which is that the players are nowhere near responsive enough for my liking. Turning one of the bastards feels more like you're controlling a passenger ferry trying to avoid an ecologically unsound collision with an oil tanker, than a world class footballer skipping easily past a defender. And that can't be right.

Throw in the dodgy pitch business I mentioned earlier and instead of mesmerising the defence Kinkladze-style with your close control, you'd better start thinking about that not so swift change of direction not long after you cross the halfway line, instead of when you're near the 18 yard box.

Okay, maybe that's a bit of an overstatement, but it illustrates the point I'm trying to make. And just in case it doesn't I'll sum up more succinctly. ISS Pro '98 is not the best footy game on the PlayStation (WLS is miles ahead, and maybe even the recent FIFA's have an edge) and it's not even half the game that the N64 version is. And therefore it shouldn't be first choice for anyone. I'm not saying it's a complete write off – fans of simplistic football game will probably enjoy it – and Konami have obviously put a lot of work into addressing the criticisms of last year's game, it's just that for once they haven't pulled it off.

Maybe next year, eh lads? **PRO**



**PRO**

**SCORE**

**PRICE: £39.99**  
**PUBLISHER: Konami**  
**GENRE: Sports**

**B**y no means an atrocious football game, but it fails to stand up to the ferocious challenge that's come flying in from the opposition recently. In my opinion both WLS and the recent FIFAs are better bets than this, but I must admit it's a big improvement over last year's effort. Unfortunately, at this rate we'll have to wait until ISS Pro 2000 before Konami get anywhere near the standards the likes of Eidos and EA Sports are currently setting on the PlayStation.

**STEVE**

#### WHAT'S THE SCORE

|             |   |
|-------------|---|
| GRAPHICS    | 8 |
| SOUND       | 7 |
| GAMEPLAY    | 7 |
| LASTABILITY | 7 |

**7 1/2**

#### PRO PANEL

**CHICKEN** Like the others I thought this was okay too. It isn't the N64 version but that's not the end of the world. Big improvement on ISS Pro and that has to be a good thing

**JAY** As usual, Konami have concentrated on the N64 version and left the PSX conversion to their chimps. The end result appeals initially, but falls short of being a long-term favourite

**SAM** ISS Pro '98 is perfect for those of us who don't want to be reminded of their meagre knowledge of the game. Extremely playable, with some fine graphics thrown in. Lush

**LEWIS** I think Steve's been too harsh here. ISS Pro '98 has improved greatly and plays a decent game of footie, with gorgeous graphics and fluid gameplay. I'd certainly buy this game



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# G. Darius

**Buckle up for a journey through shoot'em-up history in THQ's 10 minute thriller**

It's a sad day when the only cartoons on telly are Eurotrash shorts featuring cute talking dogs or American forgetables with spacecadets spouting Californian surf-speak. What happened to the days of Ulysees 31 and Battle Of The Planets? As far as I'm concerned, Battle Of The Planets is still the king of cartoons, and I've got *G. Darius* to thank for bringing those memories of the fiery phoenix flooding back

Whether it was intended or not, *G. Darius* carries an all-round retro sheen. With both its early Manga themes and its substantial nod to old arcade blasters, there's a real feeling of tried-and-tested quality about it. And suitably, all this is linked into a Manga cataclysmic plotline.

The game's a 2D scrolling shoot'em-up set in a futuristic universe. The explosion of a planet has generated aftershocks throughout space, awakening huge fish-like robots from deep hibernation. Your ship, the Silver Hawk, has been created from the debris of the destroyed planet.



Enemy ships can be captured and attached to your craft. This gives you more firepower and protection in one healthy package

Numerous power-ups make your fighter a meaner machine. You're going to need all the help you can get against the hordes of enemies



Carrying the pick of the scattered technology, Silver Hawk has become the greatest fighter craft in the universe. Your job is to lead the alliance in the battle against the evil gilled-robots.

## SURPRISE ATTACKS FROM ALIEN GALAXIES

In a game where wholesale devastation is the aim, there's a surprising and refreshing number of methods to increase your armoury. As you carry out your mission to rid the universe of electric fish, the destruction of coloured ships will allow you to add more and more effective weapons to your arsenal. Your ship comes complete with capture balls (sort of virtual fishing nets) which you can fire at attacking fleets. The ships caught

by the ball are then attached to your ship, allowing you to turn them against their own kind.

When you get bored with your captives, just hit the X button and watch them self-destruct, destroying all the enemy ships on the screen. Alternatively, you can drain the prisoners of energy and release it in the form of a devastating laserbeam which completely annihilates everything in its path. This feature, combined with the 15 different classes of weapons and shields available, gives your Silver Hawk the kind of destructive firepower last seen on the DeathStar.

## G FORCE

At the end of each of the 15 levels (each with four routes), you will be faced with a boss creature. Keeping with the aquatic theme, each boss is based upon an undersea creature. Fish, lobsters, sea horses, jellyfish and squid are all emulated by the mechanical behemoths. Which is yet another feature which strikes a nostalgic chord, bringing back memories of old arcade favourites such as *Xenon* and *R-Type*.


All of the 3D backgrounds in *G. Darius* are fully animated and beautifully designed. Unfortunately, this makes the constraints of two dimensions all the more frustrating. You see, the enemy spaceships move around in three dimensions, nipping in and out of the screen. However, your ship always stays in 2D, which

**It's frantic stuff, with the screen filled with your ship's discharge. So keep a tissue handy**

results in you spending a lot of time trying to shoot ships that simply aren't there.

## DEDICATED, INSEPARABLE, INVINCIBLE

The normal arcade mode is your bog-standard medium difficulty setting, arming you with a low-grade weapon. There is also a beginner mode, that allows you to choose the level of weapons already attached to your ship as the game starts. The inclusion of this mode does help first time players, but it also makes it possible to complete all the levels within a matter of minutes. And it's over this subject of lastability that *G. Darius*' case falls apart.

The developers *Taito* have gone some way to producing a successfully updated 2D shoot'em-up. It's crammed to the gills with thoughtfully rendered graphics, a myriad of colourful bad guys, a tidy little arsenal of weaponry and a rumbling joystick option. Unfortunately, you can quite easily see the whole game through on the same day of purchase, which relegates *G. Darius* from a delicious four-course seafood platter, to a take-out fish and chip supper. Shame 



# FISHERMAN'S TAILS



The end of level bosses take on the form of sea creatures. A lot of the playing time is spent avoiding these scaly bastards



Although your fighter can only move within two dimensions, time has been spent on making G.Darius' plethora of enemies as three dimensional as possible. This is demonstrated by the many attachments that frequently burst from the enemy ships. Get in the way of these and you're history



As well as fighting the big fish, you'll come up against all manner of seahorses, stingrays and sea urchins on your interplanetary fishing trip

This tough-shelled turtle demonstrates some of the firepower available. These guys make Jaws look like a domestic goldfish

One of G.Darius' strongest features is its 30 magnificent backgrounds. Each one is fully animated and feature loads of dramatic and very flashy cinematic effects



**PRO**

**SCORE**

PRICE: £39.99

PUBLISHER: THQ

GENRE: Shoot'em-up

NEXT  
IT



A lot of work has gone into giving G.Darius an unusual visual flair. And the effort has paid off. All of the animated backgrounds, creatures and ships are beautifully rendered whilst staying true to the classics of the shoot'em-up genre. The power-ups are endless and the addition of the capture-ball feature adds to the arcade experience. Unfortunately, although there are 60 routes to take, the 15 levels of play aren't enough to keep you involved for more than a few hours.

SAM ●

## WHAT'S THE SCORE

|             |   |
|-------------|---|
| GRAPHICS    | 8 |
| SOUND       | 7 |
| GAMEPLAY    | 7 |
| LASTABILITY | 8 |

**8**

## PRO PANEL

**JAY** A classic shoot'em-up straight from the days of old, yet although it's highly polished, highly playable and a treat to behold, the lastability simply ain't there. Which is a shame

**LEWIS** It's a fast and visually pleasing shoot'em-up, but the genre is feeling mighty old now and is in need of a complete overall. Unfortunately, this falls just short

**KAY** Are we in 1998 or have I just stepped into a timewarp? This is boring, monotonous rubbish that should have remained locked up in the dark dungeons of gaming past. Ignore

**JAMES** G. Darius has the classic gameplay of old, and visually it pisses all over the likes of the forthcoming R Types. Mindless blasting fun it maybe, but only for the hardcore fans



With several multi-player options on offer, Warzone gives up to four players the chance to beat the living shit out of each other. Get them all to dress up in the costumes available and you've got one serious freakshow on your hands



Everything on screen can be used against your opponents. Players can even jump off the corners of the ring. Do that at home, do you?



One of the most interesting game modes in Warzone is the Weapons mode. All manner of domestic appliances are used in ways not listed in the instruction manual

# WWF Warzone

**Put the kids to bed and grab the nearest cushion to hide behind. The Undertaker and his friends are back and this time they're gonna kick your ass. No, really**

I have to admit that American wrestling shows have kind of passed me by. I simply can't see the point of it all. It just seems strange to me how those guys spend so much time down the gym when they're just going to act out a number of choreographed moves. While we're on the subject, what is it with all that dodgy fetish wear? Did you ever see Big Daddy jumping about in a skirt and mascara?

Okay, I know it's all a bit of fun, and before you hard-core wet your latex knickers, whatever my opinion of the 'sport', I have to admit I enjoyed this game. With *WWF Warzone*, Acclaim has made every attempt to please the people who follow the WWF events, though there's plenty of fun to be had by beat'em-up fans too.

To say this is an improvement on Acclaim's older wrestling titles is an understatement. Both *Wrestlemania* and *In Your House* provided a kind of cartoon equivalent, whilst *Warzone* takes a much more realistic approach. All of the wrestlers featured in *WWF Warzone* were motion captured and scanned to resemble his PlayStation counterpart accurately, right down to facial

From a certain angle, this guy looks like he's been hit in the charlies. The comedy pose however, suggests otherwise



features and their own individual fighting combinations. All the WWF favourites are here, including Stone Cold Steve Austin, Shawn Michaels, Kane, Ahmed Johnson, Farooq and the crackpot Mankind.

## DOUBLE BELLY SUPLEX PLEASE, BARMAN

One of the unusual aspects of this particular wrestling game is the number of moves available. Past releases have depended on players hammering the buttons until the characters manage a simple punch. In *WWF Warzone*, it is possible to pull off body slams, gut wrenches and spinebusters (don't ask) with a few easy combinations.

Playing to the audience is quite a significant factor in *WWF Warzone*. Which means that if you can charm the crowd into cheering for you (by taunting and pulling off a few fancy moves), you're more likely to secure a victory.

The myriad of game modes available are varied enough to *WWF Warzone* a second life







when you get bored of the challenge mode. Up to four players can take part in

Tag Team matches, Cage matches (where wrestlers fight within caged walls, whereby the first one to climb out wins the match), Tornado, Co-operative and War. Also provided is a weapons mode, which gives players the chance to smack each other over the head with various domestic appliances. I know this sounds like a joke, but believe me, it's in the game. Televisions, chairs, and flashlights are at your disposal, as well as anything the crowd chooses to throw into the ring during the match.

### IT'S ALIVE!

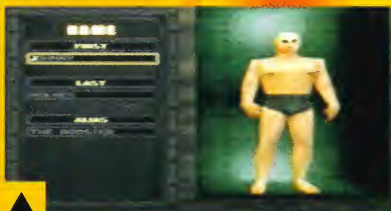
One of *Warzone*'s exclusive features is the option to create your own wrestling superstar. Like some kind of latter day Frankenstein, you can choose your character's gender, skin colour, skin type, size, clothes, shoes and even their facial expression. There's a whole wardrobe of crazy costumes on offer, with a criminal amount of spandex items and some seriously psychedelic shirts. Basically, if there was a strong fashion police presence at the ring-side you would surely be strapped to the chair and force-fed thousands of volts within minutes.

With enough combinations to make Jeff Banks turn in his whites, the chance to stage your own fantasy fights is irresistible. Gasp as The Undertaker grapples with the box-office force of Hugh Grant and cheer as Goldust attempts to head-lock Bob Marley. I have to admit, seeing your own creation beat the life out of some fat wrestler is quite therapeutic, but you'd better give your guy a few muscles or he'll be pulped by the pros.

If *WWF Warzone* was just a wrestling game, it would probably fare well with the fans. As it is, there's enough variation in game play and extra options to give it a wider appeal, granting it a place on the already overflowing shelves of many beat'em-up fans. The chances of *Warzone* competing against *Tekken 3* are very slim, but the four-player option in *Warzone* ensures an unlimited amount of rough-and-tumble action during those twilight hours at the end of a night on the tiles **PRO**



## BUILD-A-BLOKE



▲ The create-a-wrestler option gives you the chance to build a fighter from scratch



▲ Choose your wrestler's face from a comprehensive list of A-grade criminals



▲ Find some tasteful attire by routing through the veritable jumble sale available



▲ Select a pair of Dougle Howzers, making sure they match your shirt in true wrestler fashion



▲ Wrestlers are known for their tidy haircuts. The spaghetti look is a prime example



▲ Move over Hulk Hogan, Johnny 'The Rooster' Holmes is in the house



**PRO**
**SCORE**

PRICE: £39.99  
PUBLISHER: Acclaim  
GENRE: Sports

TRY & BUY

As far as wrestling games go, *WWF Warzone* is probably the best yet. The graphics aren't quite as photo-realistic as Acclaim would have us believe, but the lastability outweighs that of older wrestlers such as *WCW Nitro*. The addition of some exclusive features shows that Acclaim have worked hard, with both the weapons mode and the character creation mode. I guess if I were a real fan of *WWF* wrestling I'd be pretty chuffed with Acclaim's latest handiwork.

**SAM**

### WHAT'S THE SCORE

|             |   |
|-------------|---|
| GRAPHICS    | 7 |
| SOUND       | 8 |
| GAMEPLAY    | 8 |
| LASTABILITY | 8 |



### PRO PANEL

**CHICKEN** I can't get into the sport, but this is the best looking and playing wrestling game on the PSX. It's got loads of options and features and against a mate it's flesh-slappingly good

**JAMES** I don't like wrestling games as a rule, but this is pretty good all things considered. *WCW Nitro* is the pick of the bunch for me, but *Warzone* gives it a good run for its money

**KAY** Beefy blokes involved in butt-battering action - it's not usually my thing (honest), but I found *Warzone* highly entertaining. *WWF* fans and those who like a few laughs will love it

**JAY** Bags of fun in the two player mode and ideal for a night's rental - unless of course you're a hardcore grapple fan, in which case you're probably halfway to the shops already

REVIEW



# Assault



**In the year 2197, it won't be the aliens who have all the best technology and weapons. So when they decide to gatecrash our party, you can be sure they won't be staying long**

**W**hen was the last time an alien trawler or an intergalactic warship blotted out the sun in your neighbourhood with its occupants demanding a meeting with 'our leader'? Never? Sounds about right, it doesn't happen too often 'round my housing estate either.

So why have invasions and world dominations been regularly occurring on celluloid, in comic books and on computer games since Flash Gordon first pulled on his red lycra jump-suit. What's the inspiration? Why so many Earth saving battles? Because whupping alien ass and proving that we're the hardest planet in the universe is a lot of fun, just ask Will Smith.

Which brings us nicely around to *Assault*,

*Telstar's* console contribution to the Earth saving effort. It's a straight forward shoot 'em up, kind of a blend between an earlier blasting release from this year, *One*, and the old *Megadrive* favourite *Alien Storm*.

This time it's the peaceful city of Arcadia that has involuntarily been used as the landing strip for a huge alien vessel, devastating the city and killing much of the population. As the injured lie waiting for help whilst the mobile survivors flee in terror, an infestation of hideous alien creatures begins to seep from the craft, quickly spreading like a disease.

## SHOOT TO KILL

As part of a rapid deployment team specialising in heavy weapons combat in hostile alien environments, you're the number one choice to show these ETs the way home, with orders to stop them spreading into nearby cities.

You choose whether to play in the role of Sergeant Reno J Washington, a muscular marine with a thorough knowledge of alien artillery, as

Major Kelly Doyle, a former assassin and veteran of 15 years combat experience, or bust the chops of this alien scum with their combined talents in two-player mode.

You start close to the site of the crash and must make your way through the legions of alien drones and bosses until you reach their craft and venture inside, with the sole intent of destroying the vessel and in effect, neutralising the rampant alien threat.

You view the action from a variety of angles as your path to victory twists and turns along roof tops, through tunnels, swamps, mountainous terrain and even shallow rivers. *Assault* plays

like a traditional side-scrolling blaster one minute, and the next it's all changed, with your gung-ho marine now running into the screen or perhaps toward it. It's a simple trick to use,



**Assault features some of the biggest explosions you're likely to see on the PlayStation**



Aside from your guns you'll be able to use bombs and other power-ups such as this electrically charged defence





but one that works well, and it's further enhanced by a decent backdrop and some really cool graphics and lighting effects.

With the infestation growing more intense with every second, and the ruins of the once utopian Arcadia growing less stable, it isn't just a case of flee and fire. Washington and Doyle will have to utilise different vehicles in high speed sections where your driving skills are every bit as important as your aim. You'll need to negotiate the hazards of perilous roof top crossings and

## Assault is a shoot'em-up frenzy, featuring big guns, huge explosions and masses of carnage. Superb

pass through laboratories by clambering across the ceiling monkey style. And when the game's played in two-player mode, another series of hidden sections and multi route levels open up for even more exploration and annihilation.

### ASSAULT AND BATTERY

The weapons vary depending on your choice of character. Washington's standard weapon is the pulse rifle, whereas Doyle carries a bolt accelerator, both of which are quite powerful, just not powerful enough. So you'll need to be



Though you are fighting for the lives of every Arcadian, blasting the crap out of their cars will reveal rewards

on the lookout for hidden power-ups and marine issue weapon drops to make your alien bruising life a little easier.

The power-ups can be used to increase the strength of the guns up to three times, but then they tend to eat up more of the energy in your ammunition cell, so you'll find yourself frustratingly having to return to weaker weapons whilst your preferred choice of hand cannon replenishes its power supply. And should you bite the dust your current weapon will, in traditional shoot'em-up fashion, lose a power-up.

Assault delivers everything a pseudo-scrolling shoot'em-up should; frenzied action, big guns and a huge amount of targets to unload them on with virtually no waiting time between levels thanks to a unique loading system which initialises the next level as you play through the current one. With some impressive visuals, nice animation and a huge amount of variety in the way it looks and plays, Assault is definitely a game that blaster fans will be bursting to get their grubby mits on **PRO**



**PRO**

**SCORE**

PRICE: £39.99

PUBLISHER: Telstar

GENRE: Shoot'em-up

TRY & BUY



Assault is the latest game to resurrect the old style scrolling shoot'em-up and manages to retain the appeal and gameplay of the old classics by taking their best elements and combining them with a few fresh ideas. The result is a fast paced fragging frenzy that provides a decent challenge without over-running the player with easily defeated enemies. As shoot'em-ups in this particular vein go, you'd be hard pushed to find anything as enjoyable and as good looking as Assault.

JAMES ●

### WHAT'S THE SCORE

GRAPHICS 8  
SOUND 7  
GAMEPLAY 8  
LASTABILITY 7.5

**8**

### PRO PANEL

**SAM** Madcap, frenzied shoot'em-up fun. An action-packed retro blastfest, and you won't mind shelling out for the eye operation after wasting hours playing this non-stop shooter

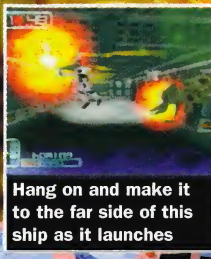
**LEWIS** It's brainless blasting that keeps your finger and thumb in permanent blister state. Not enough grey matter involved for my liking, but it's certainly an action-packed ride

**KAY** A stunner of a shoot'em-up with plenty of alien-blasting opportunities. If you like a bit of fast and furious firing fun, definitely let this one loose on your PlayStation

**JAY** Excellent visuals, plenty of mindless blasting and an arsenal of multi-coloured explosive treats make this one of the surprise smash-hits of the year. Well worth a look

## CHANGING OF THE GUARD

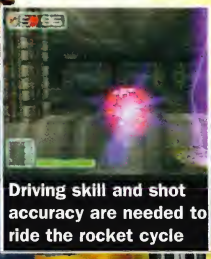
The viewpoint and direction of play constantly change to make this one of the most interesting shoot'em-ups for ages



Hang on and make it to the far side of this ship as it launches



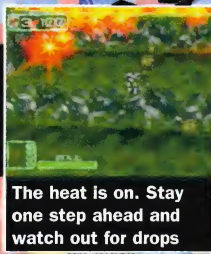
This bird's eye view is good for spotting oncoming aliens



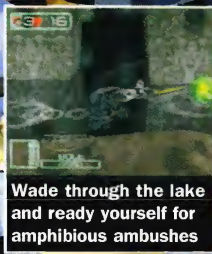
Driving skill and shot accuracy are needed to ride the rocket cycle



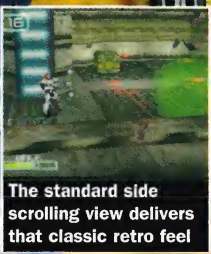
Evade the explosions, make the jumps and don't look down



The heat is on. Stay one step ahead and watch out for drops



Wade through the lake and ready yourself for amphibious ambushes



The standard side scrolling view delivers that classic retro feel



Aim from the familiar rear view when you're taking out this boss





# C&C Red Alert: Retaliation

It's time for some good old Commie-bashing, American style, in this latest instalment of Westwood Studio's classic game...



There were those who were sceptical when Westwood and Virgin combined to bring their massive selling PC title, *Command & Conquer*, to the PlayStation. After all, C&C was a game straight from the domain of the hardcore PC geek, who armed with a mouse, could lock himself in his girlfriendless house and play in between bouts of cybersex with bearded Welsh blokes pretending to be fit girls. Wasn't it?

Well apparently not, because the console version, and subsequent sequel has sold an absolute truckload. Hell, you don't even need a Sony mouse to play it (although you can if you so wish). So it's no surprise that Virgin have persuaded Westwood to release another follow-up in the form of *Command & Conquer Red Alert: Retaliation*.

Let's not be under any illusions that this is pretty damn similar to C&C: *Red Alert*, which was released just before last Christmas. When Electronic Arts tried something similar with their FIFA football games they were roundly slated from all corners, so will the same happen to Virgin? Well, realistically Westwood have put a lot of time and effort into the mission structure even though they're just regurgitating the same game engine.

Other new bits have been added, but these only really add polish because the developers know the wares that they are peddling are of top notch quality anyway.

To start off then we're in the same timeframe as *Red Alert*, that is, things are set before the original *Command & Conquer* and feature our old mates the Soviets and the Allies. The game's history assumes that World War II didn't happen and that Hitler never managed to rise to power. Instead, Joseph Stalin led his Soviet forces on the rampage into Western Europe.

What you get is a load of new missions that have been culled from *The Aftermath* and *Counterstrike* PC data disks that didn't make it to the PlayStation



because the format is considered less suitable for that type of thing. There are 34 new single player missions and over 100 new multi-player maps if you're inclined to link up two machines and battle it out with a mate.

## TWO-FOR-ONE DESTRUCTION

The link-up is made easier because the game comes on two CDs, so Westwood have kindly let you use both for a multi-player game, so you don't need to buy an extra copy of *Command & Conquer: Retaliation*. On the mission front there are also four hidden missions featuring an attack by enormous B-Movie style Giant Ants, but you'll have to work very hard indeed to get to this point!

Seven new units have been designed and implemented, including Tesla Tanks that fire electricity, Shock Troops who carry miniature Tesla weaponry and Missile Subs that can cruise undetected before rising to the surface to strike near a target. In addition the game features lots of sexy new FMV, which is up to Westwood's exceptionally high standard.

19 new battle briefings have been filmed and feature the talents of Barry Corbin of Northern Exposure and Wargames fame as the Allied General. Finally, and not before time, comes the ability to save your game onto a bloody memory card. Hardly seems like a big thing does it? But entering those huge codes



**C&C destroyed the PC myth of girlfriendless strategy geeks having cybersex with bearded Welshmen**

Might as well use a picture of Kathy Lloyd again. You might remember her as our cover girl a couple of months ago



## EXTREME ANT-AGONISM



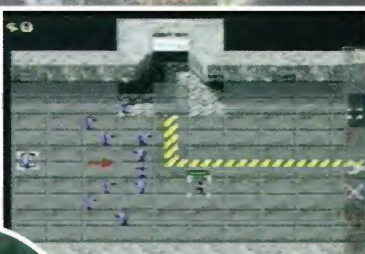
These hidden levels will become available after you complete the game



Here you'll find yourself attacked by huge ants. Makes a change from Germans!



Different tactics will have to be employed against the insects. Like killing them quickly



As you progress you'll have to keep a sharp eye out for mines and turrets hidden around with the specific aim of decimating your forces



was the bane of my life playing *Red Alert*. Anyway, they're gone now so let's forget they ever existed.

If you've not managed to play any of the other games in the series to date (where have you been?), then you may be wondering what we're going on about when we say that this is a real-time strategy game. Most strategy games could be labelled with the tag of being slow and boring. But that's definitely not the case where *C&C* games are concerned. Very few games have faster, more frantic gameplay and this latest addition is no different.

### COMPLY & CONCEDE

In fact, right from the off, *Retaliation* hits a difficulty level that I believe a lot of people will shy away from. You'll fail the first few missions again and again and the acid test will be whether you can be bothered to roll up your sleeves and keep going. If you can, it's a very rewarding experience. If not, well you may feel more than a little frustrated.

It's only when things click into place for the first time that you'll suddenly realise that you're not an incapable moron and you do know how to get past that guard with the alsatian without it ripping your throat out. From then on you'll be hooked. You'll still get frustrated time and time again, but the addiction will start and you won't be able to put it down.

### NEVER SAY C&C AGAIN

At this point we'd usually be asking the question: is worth it if you already own *Red Alert*? Well that's all going to depend on whether or not you enjoyed *Red Alert*. If you did and you're ready for more of the same, then this is very definitely for you. The new missions and units make it a very different challenge from before, but essentially the game is the same, only the tactics have changed. However, it's getting to the point where you could say the series is becoming a little long-in-the-tooth, but as far as gameplay and intensity of action go, *Retaliation* is rarely matched on the PlayStation **PRO**

**PRO**

**SCORE**

PRICE: £39.99

PUBLISHER: Virgin

GENRE: Strategy

TRY & BUY



I pondered long and hard over the score, because, while good, the originality seems to have ebbed away. You do get a feeling of more of the same. It's like getting off with a really attractive girl, which raises your standards so you look for something even better the next time. *Retaliation* is like going out with *Red Alert*, dumping it six months down the line, then getting back together again. The magic is never quite the same. It's obviously brilliant, it just needs a new direction.

CHICKEN ●

### WHAT'S THE SCORE

GRAPHICS 8

SOUND 8

GAMEPLAY 8.5

LASTABILITY 9

**8**<sup>1/2</sup>

### PRO PANEL

**JAY** I loved the first one, creamed over the second and now, as sad as it may seem, I'll be spending the next few weeks hammering away on this top notch third installment. Honest

**JAMES** Yes, yes, it's the best incarnation yet, but it bores me beyond belief and if you've already got an earlier version then you've no need to waste your pennies on this

**SAM** The sort of game you can spend your life playing but never really get any enjoyment from. Saying that, I've never really liked this style of game anyway

**KAY** The most strategy I can cope with is planning my route around the supermarket to avoid bumping into old ladies. And just like this game, it gets a bit monotonous after a while



# Jeremy McGrath Super Cross '98



I feel embarrassed playing this. Embarrassed for the programmers who spent hours working on a potential masterpiece which turned out to be shite; embarrassed for dirtbike fans who still haven't been treated to a decent motocross game; and embarrassed for poor old *Jeremy McGrath*, who graciously endorsed what he thought would become an excellent product.

There are a combination of things which make the game as bad as it is: the shoddy graphics, the unrealistic terrain and the bloody annoying commentator, not to mention the limited control you have over your bike. The only pseudo-exciting feature in the game is the track editor, where you can plot your own course, and I can assure you that any track you invent yourself will be better than the preset ones by a mile.

If you're a biking fan, then I'm afraid you're gonna have to pray harder to the Game Gods in the hope that one day they'll deliver a decent two-wheel challenge on the PlayStation **PRO**

## PRO SCORE

PRICE: £39.99

PUBLISHER: Acclaim Sports

GENRE: Racing

AVOID!



### WHAT'S THE SCORE?

|             |   |
|-------------|---|
| GRAPHICS    | 3 |
| SOUND       | 3 |
| GAMEPLAY    | 4 |
| LASTABILITY | 3 |

3½

### THE PRO PANEL

**KAY** Unless you've more money than sense, don't bother, even if you're a really big fan

**LEWIS** Like taking the stabilisers off a three-year old's bike, this wobbles about hopelessly

**JAMES** Not absolute shite, but it offers very little in gameplay. Stick with four wheels

**SAM** There's got to be more to life than playing this rubbish. Keep your wallet closed

**JAY** This is complete shite. Why can't anyone just sort us out with a decent biking game?

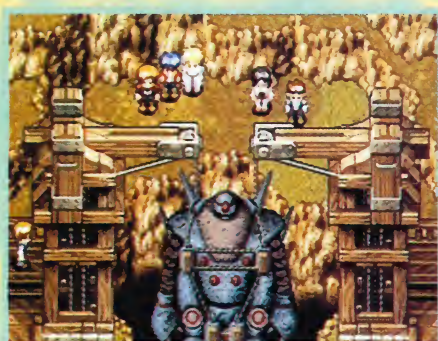
# Wild Arms

When you're throwing a florescent blue rat at a treasure chest in the midst of a labyrinth, whilst a strangled guitar plays in the background, you've either had too many bananas before bedtime or you're in the realms of RPG Manga hell. And not just any RPG either. *Wild Arms* is a Wild West RPG whose gameplay is a cross between *Alundra* and *The High Chaparral*, and whose soundtrack blurs the distinction between Sergio Leone and Aerosmith.

The quest begins with three separate heroes forced upon a journey of discovery and each

possessing specific skills. As the god-like RPG player, you can swap between your cast by calling upon the ingenuity of the local parrot (makes sense to me), who'll allow you to possess the body of a princess (if only), a treasure hunter and a wandering youth.

There's a huge surface area to cover, loads of townsfolk to question and lots of random and pointless fights to take part in. Which rather leaves you with the feeling of an RPG-by-numbers, which I played through for several hours without engaging a single braincell. If you're a *Zelda* fan then this is another slice of the same cowpie, since this is a Wild Western epic that is neither Good, Bad nor Ugly, it's just a little mediocre **PRO**



## PRO SCORE

PRICE: £44.99

PUBLISHER: Sony

GENRE: RPG

WENT IT



### WHAT'S THE SCORE?

|             |   |
|-------------|---|
| GRAPHICS    | 6 |
| SOUND       | 7 |
| GAMEPLAY    | 6 |
| LASTABILITY | 7 |

6½

### THE PRO PANEL

**LEWIS** There'll be no stampede to buy it, but as an RPG with a Western twist it's still playable

**SAM** Not really my cup of char, but should keep the RPG fans happy. I've no patience you see

**JAY** If you're an avid reader of the mag, then you'll know that I hate RPGs. This included

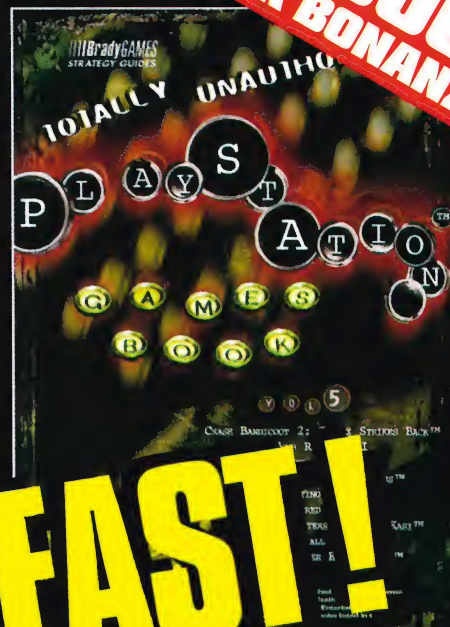
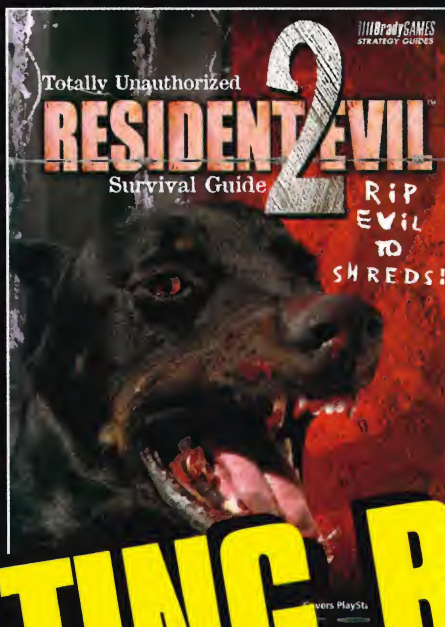
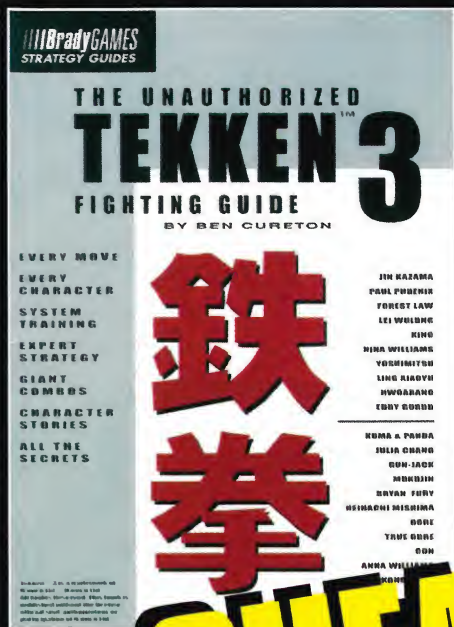
**JAMES** Nope, not for me, though it does have some nice touches that'll appeal to RPG fans

**CHICKEN** Not the worst RPG I've ever played, but compared to FFVII, it's still pretty poor

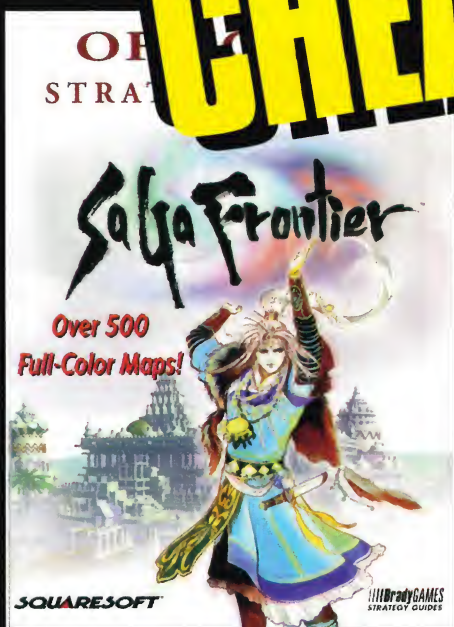


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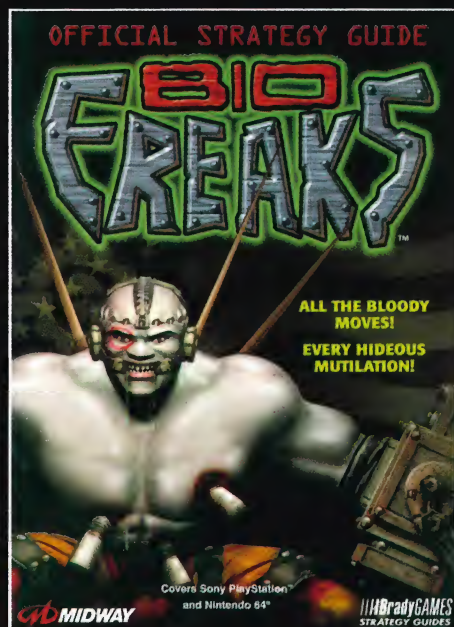
**CHEATING BEAST!**



Whether you're stuck on a level or just want some tips and cheats to uncover a game's secrets, help is at hand with the BradyGames collection of player's guides. From walkthroughs for Resident Evil 2 to comprehensive move lists for Tekken 3 and Mortal Kombat 4, the books contain everything you'll need to get the most out of your game.

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- Final Fantasy VII Official Strategy Guide
- Official Strategy Guide to Saga Frontier
- Official Fighters Kompanion Mortal Kombat 4
- Official Bio Freaks Strategy Guide
- Official Riven: The Sequel to Myst Player's Guide
- Official Strategy Guide to Pitfall 3D
- Official Strategy Guide to Skullmonkeys
- Totally Unauthorised Resident Evil 2 Guide
- Totally Unauthorised PlayStation Games Book Volume 5
- Totally Unauthorised Tekken 3 Fighting Guide



## PLAYSTATION PRO ENTRY FORM

Q Who is the main character in Final Fantasy VII?

- ☐ Sunshine  
☐ Cloud Strife  
☐ Rainbow Warrior

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Postcode: \_\_\_\_\_

Send your entry form to:  
Maggie Macleod, Prentice Hall Europe,  
PlayStation Pro Games Comp, Campus 400,  
Maylands Ave, Hemel Hempstead,  
Herts, HP2 7EZ.  
Closing Date 22 September 1998.

☐ Tick if you do not wish to receive promotional material from other companies



# Wargames: DEFCON 1

Dig out your fatigues and prepare yourself for some strategic shooting action – it's human vs. computer in a battle for world peace

From Wham! to white towelling socks and slip-on shoes, it seems the world is undergoing something of an 80s revival. In keeping with this trend, the 1983 cinema classic *Wargames* (featuring Matthew 'Lizard boy' Broderick) has been resurrected into this strategy shooter from EA. Loosely based on the film, you choose to play as either the evil computer-controlled commandos WOPR (War Operation Programmed Response) or heroic homosapiens NORAD (NORTH American Defence).

There are 30 missions to choose from (15 for either side), each broken down into smaller sub-levels in which you must eradicate the opposing forces using a small fleet of vehicles at your command. But rather than just moving the troops as in *Command & Conquer*, *Wargames* puts you at the controls of each individual vehicle, from nippy reconnaissance jeeps to huge plodding mechanoid walkers.

## WAR OF THE WORLDS

You can swap between vehicles mid-battle and even call units to your aid, but this doesn't always work too well, since occasionally you'll find them loitering across the landscape rather than rushing to your defence.

As you play through the game, you'll also find it increasingly difficult to see where you are or who's shooting rockets up your arse. The isometric viewpoint means that the camera follows the action from behind your chosen vehicle, so you can't see more than a few feet in front of you, and although you can change the view to a more aerial one, it's still restricting.

With unoriginal scenarios to play on (more hills and snow) and the unexciting graphics, *Wargames* is hardly the most spectacular game you'll ever see. Although it is playable, in single player mode you can expect to be bored by it, especially if you like using the old grey matter.

However, the game does redeem itself in two-player mode



The walkers may look like headless chickens, but they're a force not to be messed with

where you realise just how much of a bloodthirsty, powercrazed fool you really are. In the deathmatch mode you can choose to capture your opponent's base or flare or simply wipe them from existence.

Of course, if you're feeling particularly fraternal you can also play a co-operative game, where you join together to defeat the enemy, but I seriously doubt this'll get much play. So if you've got a few warmongering mates, this could prove to be your kit-bag, but if you're a lone soldier then I'd give this its marching orders **PRO**



Nothing's more satisfying than locating your mate's vehicles and blasting the buggers to bits



Various power-ups can provide your craft with anything from shields to repairs



**PRO SCORE**

PRICE: £44.99  
PUBLISHER: EA  
GENRE: Strategy

**RENT IT**

ANALOGUE TWO PLAYER SPLIT SCREEN PRO PRO

**W**argames offers a decent, playable selection of two-player options, but possesses little of the charms held by titles such as *Command and Conquer* and *Red Alert* in its one-player mode. So if you like your strategy titles to be shallow and mindless, then you'll probably enjoy this, but if you prefer a bit more in the way of brain fodder, I suggest you check out *C&C: Retaliation*. *Wargames* should be left to strategy beginners who need easing into the genre.

KAY ●

## WHAT'S THE SCORE

|             |     |
|-------------|-----|
| GRAPHICS    | 7   |
| SOUND       | 8   |
| GAMEPLAY    | 7   |
| LASTABILITY | 6.5 |

**7**

## PRO PANEL

**CHICKEN** I quite liked *Wargames*. True it's a bit simplistic, but it comes into its own in two player mode. It looks very nice and is fun to play as well. Try it first though

**JAMES** I didn't like this at all in single player and though the two player mode is quite playable, there are better games available for both options. Only worthy of a night's rental

**LEWIS** It's like a junior version of *C&C*, with simple strategy elements and basic missions to complete. However, in two player mode it's great fun blasting the crap out of a mate

**JAY** Bloody hell, they'll be converting *Gremlins*, *Private Benjamin* and *First Blood* next. It's not that bad a game, but I'd certainly advise you to try it before forking out hard cash



# DARE TO BE DIFFERENT?



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Boring legal crap

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Sheffield S1 4HA. Tel: 0114 279 9020 Fax: 0114 273 8601

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# PanicStations®



# Ninja: Shadow Of Darkness

**Confucius say: man troubled by demons should cleanse soul and mind with sharp sword and Ninja PSX game from Core**

**L**iving in Salford, it generally doesn't go down very well if you skulk around the shadows of an evening. It only serves to piss off the already paranoid teenage gun owners, or result in a semi-obsured appearance on Crimewatch security footage. However, if you were to wrap me up in blue silk, cover my recognisable features with a fetching hood and thrust a three-foot sword in my hand, my nightly trip to Victoria Wine would be a whole lot easier.

Should anyone ever make me a mysterious offer of said Ninja kit however, I'd have to politely refuse; after all, my Kung-Fu knowledge only stretches to a couple of Jackie Chan movies, I'm about as stealthy as Mandy Dingle in a tight rubber jump-suit and I'm not allowed to play with sharp objects. So I think I'll be fulfilling my oriental ambitions by way of Core's

fine little fighting adventure *Ninja: Shadow Of Darkness*. Time to dig out my balaclava again. The special PVC one with the zip.

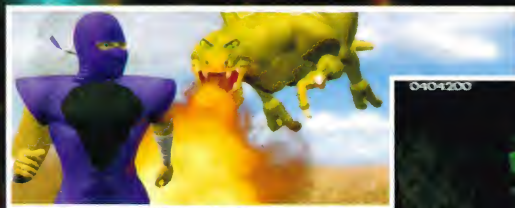
## A WORLD OF HURT

*Ninja* thrusts you into the role of Kurosawa, a young *Ninja* who upon returning to his homeland discovers the carnage of the evil warlord Katasaki, who's demon minions have turned Japan into hell on Earth. Naturally, Kurosawa preferred things the way they were, and vows to put a stop to the growing numbers of hellish creatures who're now inhabiting the home he left behind, and this is where you come in. It's your job to guide the majestic assassin through

13 stages of vicious enemies and booby traps before meeting the Demon warlord.

As the heroic *Ninja* you've a selection of attacks at your disposal. Firstly, there're simple punch and kick combinations that don't really provide too many moves, but when you consider the massive number of enemies, this simplicity is just about perfect for dishing out punishment quickly and efficiently.

Secondly, weapons can be found along the way, starting off with the traditional *Ninja*







The bosses become increasingly harder to out-manoeuvre and defeat, so keep your Ninja moving at all times



Throwing knives will allow you to clear any hazardous areas from a safe distance though they aren't particularly powerful so a little patience is required

sword, replacing your punch move which kind of makes sense even though one attacking option is sacrificed for another. Still, at least you have an unlimited supply of throwing knives and a special move (for when it gets too crowded), that can be powered up in steps of 25%.

### SILK AND STEEL

The first thing that struck me about *Ninja* was how well it has been put together. On my initial outing I breezed through the first level, amassing points and collecting the cash. Sure,

**I'm not really Ninja material myself, since I've all the stealth of Mandy Dingle in a tight rubber jump-suit**

I took a few hits and lost a couple of lives – but no matter I thought, I'll always be able to buy an extra life and some new weapons in the shop when I reach the end of the level. However, in practice things weren't quite that simple.

You see, regardless of the fact that I'd taken out every enemy throughout the first section of the game and collected near enough every last bit of cash, I was still way off the price of an extra life, or a weapon, or a magical power-up. A quick drink and a bite to eat was all my budget would stretch to before I had to venture onto the next level with virtually no chance of making it to another shop and the next save game point!

So, rather than battle my way through the next batch of hungry demons I decided to attempt the first level again, only this time I'd make sure to avoid taking the mass kickings I

received on my naive first outing. It was only then did I realise the beauty of *Ninja's* gameplay.

To achieve success in this game, you have to keep your wits about you, learning the best way to attack and dispose of the many enemies you encounter. As there are over 50 different adversaries throughout the game, each with their own specific attacks and fighting AI, so you'll need to learn fast and act on impulse as the bad guys in this game come in relentless waves which take some serious fending off.

It kind of reminds me of *Golden Axe* in single player, but with a higher reliance on tactics, and with a finer margin of error. And combined with the simple puzzle/searching elements and quality graphics, which *Ninja*

has in abundance, it all makes for a really enjoyable game **PRO**



Your Ninja magic will dispense with many enemies at once, though it should be used sparingly as supplies are limited and very costly



**PRO**

**SCORE**

PRICE: £44.99  
 PUBLISHER: Eidos  
 GENRE: Action/Adventure

TRY & BUY

Core have gone back to the roots of modern gaming with *Ninja* and have pulled off a fine blend of old and new styles. The simple, but effective, puzzle elements and swarming enemies demand much of your playing ability without placing too much demand on your brain, leaving you free to enjoy the nice visuals and fine animation. *Ninja* may not cast a spell over lovers of Core's femme fatale Lara Croft, but should be capable of shadowing her success in a different genre.

CHICKEN ●

### WHAT'S THE SCORE

|             |     |
|-------------|-----|
| GRAPHICS    | 8   |
| SOUND       | 8   |
| GAMEPLAY    | 8.5 |
| LASTABILITY | 8.5 |

**8½**

### PRO PANEL

**KAY** A nice blend of action and adventure, *Ninja* has the potential to keep players amused for hours. However, the feeling that I've seen it all before isn't very satisfying

**LEWIS** Despite the ageing gameplay, *Ninja* successfully updates the strolling beat'em-up genre into a slick and addictive game. You won't be satisfied until you've completed it

**SAM** The idea of reviving the old *ninja* adventure game appeals immensely, although a little more variation in gameplay wouldn't have gone amiss. Definitely worth a look

**JAY** It's alright in short blasts I suppose, but I fear that most of you reading this may find the longevity somewhat questionable. It's playable enough, just don't expect anything too special



# PRO PLATINUM

The main gripe about videogames on the whole is one of pricing, but with the introduction of the Platinum Range, old classics from the PlayStation back catalogue can now be enjoyed for under £20. So here's the latest lowdown on some of the biggest PlayStation titles currently on release. Enjoy

## Formula One

**K**icking the likes of *Pole Position* into touch, *Formula One* was the first in Psygnosis' series of highly acclaimed F1 titles, and finally it's available on Platinum. Providing you with 17 tracks from the 1995 season, the game features 13 teams and 35 drivers, including all the big names of motor racing. Of course, the final touch of authenticity is provided by the hyper-ventilating madman, Murray Walker, and his subdued sidekick Martin Brundle.

With a choice between arcade or Grand Prix simulation modes, as well as the option to configure your car for every occasion, *Formula One* is an essential title to add to your collection, especially if you're a speed freak. **PRO**



Although the cars and drivers are now out-of-date, the racing action is as thrilling as ever, and at this price should be sampled by all

**PRO**
**SCORE**

**PRICE:** £19.99  
**PUBLISHER:** Psygnosis  
**GENRE:** Racing

**THE PRO VERDICT?**

|             |   |
|-------------|---|
| GRAPHICS    | 8 |
| SOUND       | 7 |
| GAMEPLAY    | 8 |
| LASTABILITY | 8 |

8







# Oddworld - Abe's Oddysee

**T**his odd looking fella is Abe, and in the first of his OddWorld quests you control him in a *Prince Of Persia* style platform puzzler through some of the most lush and fiendishly tricky environments ever created on the PlayStation. It was a Must Buy when released 12 months ago, and now on Platinum you'd be a fool to



## PRO SCORE

PRICE: £19.99  
PUBLISHER: GT Interactive  
GENRE: Puzzle

**MUST BUY**



### THE PRO VERDICT?

GRAPHICS 9  
SOUND 9  
GAMEPLAY 9  
LASTABILITY 9

**9**



# TOCA Touring Car

**O**ne of the most popular racing games of the past 12 months, you'll find that the spirit of Touring Car racing has been accurately recreated in *TOCA*. Every little detail has been attended to, from the variable weather effects right down to the cars' crash damage, and now this new version even includes full rumble-pak compatibility.

Fans of Touring Car will know that the pace is fast and furious as you battle it out around a variety of classic British tracks with up to 16 other cars from the 1997 racing season.

With a split-screen option and commentary provided by Top Gear's Tiff Needell, if you you're a bit of speed demon with a penchant for high-octane racing, get your hands on a copy of *TOCA* today **PRO**

## PRO SCORE

PRICE: £19.99  
PUBLISHER: Codemasters  
GENRE: Racing

**MUST BUY**



### THE PRO VERDICT

GRAPHICS 9  
SOUND 9  
GAMEPLAY 9  
LASTABILITY 9

**9**



PLATINUM





# EXPOSURE

50



**Abe's Exoddus**

**50**

**B-Movie**

**56**

**Wild 9**

**60**

**O**ddworld: *Abe's Oddysee* was one of the more surprising hits of last year, so you can imagine our excitement at being the first British magazine to be invited out to San Luis Obispo in California to see the follow-up – *Abe's Exoddus*. The people at the developers, *Oddworld Inhabitants*, are a remarkable bunch as our exclusive interview reveals, and even though I was there less than 48 hours, the trip was one of the most worthwhile I've ever made in the name of the PlayStation. It's obvious *GT Interactive* and *Oddworld* are going to have a huge hit on their hands later this year and you can read the views of inventors, Lorne Lanning and Sherry McKenna, on page 50. Our other two Exposures are *GT's B-Movie* and *Interplay and Shiny Entertainment's Wild 9*. Programmer extraordinaire, *Dave Perry*, has been busy on this one and things are looking rosy once again. *B-Movie* meanwhile is one of our tips for a surprise hit and we sent James to London to see what's what.

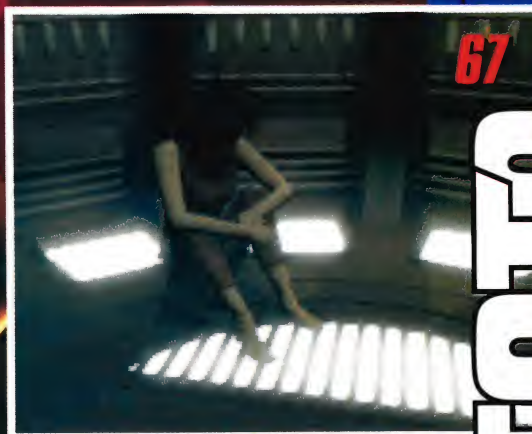
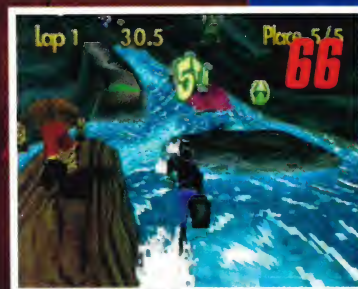
Previewed in our Prospects section we have the pacey offering from *Sony*, *Running Wild*, *Konami's Resident Evil*-a-like, *Silent Hill*, the Bruce Willis starrer, *Apocalypse* and the impressive *Alien Resurrection*. We've got a ton more on hold for next month, so tune into PlayStation Pro when we'll be covering the biggest UK videogame trade show, ECTS. We can hardly wait! More beer please...

**Paul 'Chicken' McNally**  
Deputy Editor



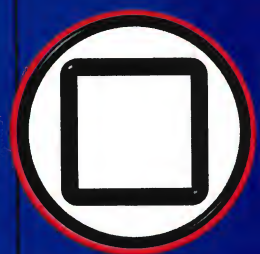


- |           |                           |
|-----------|---------------------------|
| <b>64</b> | <b>Apocalypse</b>         |
| <b>65</b> | <b>Silent Hill</b>        |
| <b>66</b> | <b>Running Wild</b>       |
| <b>67</b> | <b>Alien Resurrection</b> |



**PROSPECTS**

**PRO**





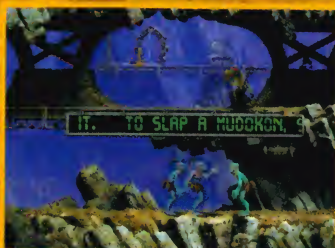
**Paul McNally trekked off to a small town in California that we'd never heard of to bring you the exclusive low-down on everybody's hero, Abe, and his latest adventures in the land of Oddworld**

**Y**ou'd imagine that travelling the world is pretty easy these days. What with regular flights the length and breadth of the planet, you can get just about anywhere if you're prepared to slug it out on a plane. California is one of those places that it's cool to visit, but getting there requires quite a strong stomach to manage all the airline food you get force-fed for 10 hours. However, going to California, this time for 36 hours, was a mammoth feat of endurance necessary to get this piece home in time for you to read.



Now the Americans are pretty much at the forefront of everything these days so I'd love it if somebody could explain to me just why their Customs and Immigration department have to be so bloody horrible to everybody. Allow me a minute to explain (we've got six pages here and I

## Abe's Exoddus





am going somewhere with this so bear with me). I'm sat at home right, looking at my rather scary schedule of flight connections, Manchester - London - San Francisco - San Luis Obispo (that's in California, no we didn't know that either!) and I realise I've got about 30 minutes to make a connection, so I hit on the idea of just taking carry-on baggage as I'm not going for more than two days.

I arrive at Heathrow and nice girl tells me I don't have to wait in the huge check-in line so I can go upstairs to the carry-on baggage check-in and avoid the queue. Cool, thinks I. This was a good idea after all and I check in and even have time for a beer before my Atlantic crossing.

On arrival in San Francisco though, ►





► it's a different affair all together. In London they were positively encouraging small amounts of baggage, in California, because I was there for two days and didn't need an elephant to carry my luggage, I was hauled off into the back room to be scanned and searched and quizzed and accused. Only in America as they say. Anyway I eventually arrive at the small mid-California town of San Luis Obispo (pop 45,000) to be picked up by a taxi-driver that looked like a cowboy and so begins one of the most impressive developer visits I've ever undertaken.

## IT'S AN ODD, ODD, WORLD

Now I've been doing this for seven years and I've seen most things that the industry has to offer, but I can't recall ever being genuinely captivated by a group of people as I was by the guys at *Oddworld*. Their second release is approaching fast, so it seemed like a good time to go and chat to them about *Oddworld* in general, as well as the latest game, *Abe's Exoddus*.

To either refresh your memory or bring you up to speed if you're new, *Oddworld - Abe's Oddysee* was one of the more surprising hits of last year. Basically a 2D platform puzzle game from newcomers - the *Oddworld* Inhabitants, Abe managed to capture the hearts of gamers the world over, shifting a phenomenal amount of boxes and absorbing hour after hour of your lives.

There was always something in the Abe character that we could relate to. He was oppressed as a factory worker, happy with his crap life as he was making a living, but then realising that maybe he was part of a bigger picture after all as his adventures unfolded. It was brilliant, but perhaps you don't really realise how brilliant until you get the chance to talk to the people who created him. I know I certainly didn't.

## CLOSE ENCOUNTERS

Lorne Lanning and Sherry McKenna are two of the most remarkable people you could ever wish to meet. Both spent years working in the Hollywood Special Effects industry with directors of the quality of Spielberg and Lucas and tiny companies like Coca Cola. Before becoming disillusioned with it all and leaving to start afresh.

Lorne had been a gamer for years, but struggled to convince Sherry that she should give up her blossoming career and leave to set up *Oddworld* with him, as she had absolutely no

interest in games and thought they were childish. However, this is perhaps the only bloke I've ever met about which I'd use the word "genius," and he sat Sherry down by her swimming pool in LA (well, Hollywood Special FX people are quite well off!), and told her the story of Abe. There's no questioning this guy's storytelling ability as he held the attentions of nine Germans and myself for a whole day and evening, so it's no surprise that Sherry caved in and they went and found a financial backer for the whole *Oddworld* set-up.

Now with 60 staff, they've become one of the developers to work for in the States and when the second game, *Abe's Exoddus*, arrives in a couple of months, this position will be firmly cemented. Walking into the hidden offices in San Luis Obispo you discover that Sherry is a health freak. The office has a full gym and a trainer for the employees to de-stress and the staff all have to take vitamins as part of their job description (and that's no joke).

When you think that some of these people have been working upwards of 18 hours a day to get *Exoddus* ready in time though, it perhaps doesn't seem such a bad idea, especially when you compare their staff to some of the wheezing disgraces that work at PlayStation Pro.

If you've played *Abe's Oddysee* you may have noticed the health aspect of the game was quite strong and this was important to her. She told me, "We're all machines and look at what we eat. We fill ourselves with sugar and caffeine and then we wonder why we feel like shit! We need people working to their optimum at all times."

Right at the beginning, Lorne had decided

**Abe's Exoddus not only looks better but plays more intelligently too. Now you can control more than one of the Mudokons in your quest to close Soulstorm brewery**

**The Glukkons are the evil slave driving bosses that make their money by killing Abes people - the Mudokons. These guys have no arms but must be destroyed anyway**







The backdrops have all been lavishly created to provide realistic landscapes for the game. Coupled with smart animation the effect is impressive



The rendered introduction sequences are as good as any you'll see. It's no surprise that Oddworld are planning a feature film in a few years' time



The puzzles in Abe's Exoddus have been carefully designed to remain fiendishly complex while being accessible to everybody

that they were going to make a Quintology (er, five games) based around the land of *Oddworld* that Abe inhabits. The whole story has been written in advance in much the same way that Chris Carter has done the X Files. Everything ties in along the way and there's no need for clumsy links because everything is worked out already. For example, nobody has asked why Abe's lips are stitched together yet, but we'll be told in a later part of the series – apparently.

Lorne went to considerable length to explain Abe and his outlook on life, and it's amazing to learn that the theory behind Abe is actually based on his philosophy rather than just an urge to release some shit racing game and make a few quick quid.

### SPACE ODDYSEE: 2001

"Discovering videogames basically blew my life apart. I had been a fantasy artist and found this so restrictive, so the chance to create a world that things actually existed in was amazing to me. Art doesn't have life. I wanted to make a non-linear interactive world. When Hollywood finally takes games seriously, they will become the dominant art-form of the 21st century, surpassing motion pictures. I totally believe that.

"Kids will spend 100 hours in front of a videogame. Never in history has a simulated situation captured the attention like this, especially when you consider that people's attention span is so short now. Alright, you get the guy that saw Star Wars 50 times. That was 100 hours. I mean, I like Star Wars, but that guy

was INSANE! Now if I spend 100 hours on a game, it's like "Great videogame." And it's considered normal. I've spent 100 hours on *Gran Turismo* easily.

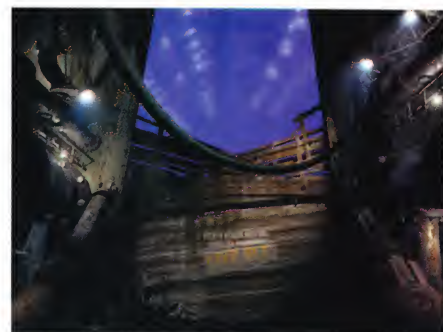
"Kids in schools in the USA are now being given drugs by the government to help them focus on their school work. Yet they can focus for a hundred hours on a game. I think they can focus fine, it's just that what we teach them from books simply can't compete. This medium is dynamite. This is powerful shit man, but we don't understand how to use it yet.

"Look at media as a diet. Die Hard 3 is like a Snickers or a Coke. It tasted great, but it gave me nothing. I want vitamins. We need nutrients, but you see companies taking the nutrients out of the their products (and the same analogy applies to games) so that people have to eat more of their product. Godzilla is a Dorito.

It's the same with most videogames. When you play till five in the morning and you stop and think "Shit it's 5am," but you don't feel good. That's because you've been addicted, you've had seven







► hours of junk food! Hopefully with Abe it isn't like that and the letters from fans we've had so far suggest I'm right.

"I'm offended though by the population's general perception of games, 'Games are for kids', Hey f\*\*k that, these are pretty cool things and you're watching that soap opera."

And so to *Abe's Exoddus*. At this time most of the stunning 3D video is nearing completion and it will blow your mind away. *Exoddus* will be many times larger than *Oddworld* and a lot more refined. *Oddworld* were determined that it would have to be a big step ahead of their last product, even though they've only had half the time to produce it because of publishing restraints.

I asked Lorne what they had changed from Abe's last incarnation. "We had two complaints from the previous game," he told us. "The first was that it was too frustrating with no reward for clever play. You still had to die lots to solve the puzzles, and the second was that people didn't like the way the save game feature worked. We now have the perfect optimal save feature."

"We produced the first game on the PlayStation to have a Quicksave that doesn't use

the Memory Card. Pause the game, hit the right button and the game is saved right there in memory, wherever you are. Of course you still will need a memory card before you power down.

"I also wanted three times more character moves, but the RAM just isn't there yet. I have all these ideas and the guys programming the games are like 'Lorne, we can't do that,' and I say 'Yes you can, try' and they're usually right, but not all the time."

## BACK TO THE FUTURE 2

It is perhaps a telling sign for *Oddworld* that the next game in the series — *Munch's Oddysee* (slated for release in 2000) — certainly won't see life on the PlayStation as we know it. At the end of *Abe's Exoddus* you'll be treated to a trailer as Abe tells us in hilarious fashion, "But don't expect to play it on your measly 32 bit console!" So we'll all need our PlayStation 2's by then! So you'd better start saving.

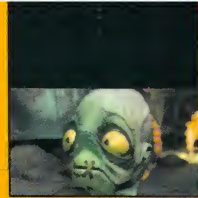
Many thanks to everybody at GT Interactive and *Oddworld Inhabitants* for all their help. We could have filled a magazine with the information they supplied. Cheers! **PRO**

In certain sections Abe will need the help of his Mudokon friends to get past certain areas of the game. It is therefore important not to let any of them get killed (if you can help it)



Here we have Abe using the Gamespeak engine to organise his helpers to complete the tasks ahead



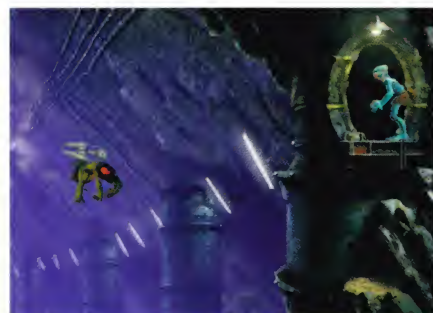
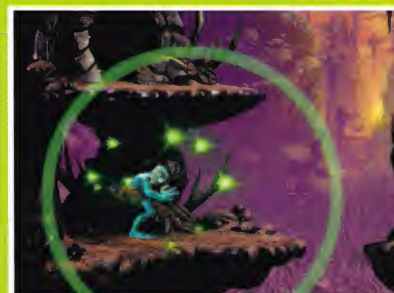


## THIS IS A VERY ODDWORLD

The storyline behind Abe's Exoddus carries on where Oddyssey left off. Abe has just closed Rapture Farms, but he has another dream, this time telling him that dead Mudokon's bones are being dug up from their graves by blind Mudokons who obviously can't see what they're excavating and used in the production of Soulstorm Brew - a beer that is highly addictive. So, off sets Abe with some of his friends in a bid to close down Soulstorm Brewery and once again save any Mudokons along the way. Sounds like a doddle to us!



These wheels all have to be turned at the same time in order to open the next section of the game. You'll need some friends to help you out here



Abe has captured the hearts of hundreds of thousands of people. Oddworld hope they're all ready for a second installment in a couple of month's time



Many designs have been put forward for each character before the final ones were approved





Forget about this summer's glut of high profile sci-fi flicks and dubious re-hashes of corny classics, GT Interactive would rather wallow in budget movie wonderland. Well, they don't make them like they used to...







## B-MOVIE

SAVE INNOCENT PEOPLE  
FROM A NEEDLESS DEATH!!!

STOP THE EARTH BASHING  
ALIENS BEFORE OUR BELOVED PLANET  
IS DESTROYED!!

# B-Movie

**A** geeky kid, ginger hair and acne, nervously smiles flashing a mangled collection of teeth and wires as the hollow hum of a flying saucer tickles the Earth beside him. The disc slowly levitates from its position behind a desolate gas station in the sleepy town of 'Godno!' before zapping the fat little gimp into oblivion.

You can see why the classic black and white B-movies from the fifties were so popular, they were the first real interpretations of the frenzy that would build around extra terrestrial visitors, basing their accounts of humanity's struggle to survive on the paranoia which was steadily building during the Cold War era. Fifty years on, the legacy of the Roswell Incident and countless wooden actors in tentacled rubber suits has provided the inspiration for a seemingly endless number of alien invasion flicks, most recently the hugely successful *Independence Day*.

But Hollywood isn't the only industry to draw ideas from this well stocked genre. Developers *King Of The Jungle* count themselves as fans, and saw the potential in parodying the whole 'Invasion Earth' idea in the form of a game. ►





Stop the Whitehouse from taking an Independence Day-style hit to preserve our planet's population, before taking this intergalactic argument into outer space and onto the surface of the moon



## ▶ TAKE ME TO YOUR LEADER

Looking like Tim Burton's own flying saucer spoof *Mars Attacks!* *B-Movie* is currently being coded at *King Of The Jungle's* London office and really is promising to be more than just a lot of target practice. It's structured as a collection of missions which you'll undertake using three aircraft, interchanging between them as combat damage dictates.

The missions vary from air-lifting civilians to safety away from the alien's intended target, to taking out specific positions in the enemy's defence, though the aliens won't even appear that much in the early missions of the game's 20 levels, building up to the real conflict at the end as *King Of The Jungle's* lead programmer Raffaele Cecco explained.

"The levels work just like the plot from an old B-movie. You start off in the countryside when the aliens have only just started coming down, leaving crop circles and so on. Then they'll start attacking larger places, towns and cities, before heading for Washington DC," and your counter effort should likewise build to a head at the finale thanks to the implementation of more classic plot-lines.

## BEAM US UP, SCOTTIE!

You see, possessing less intelligence and firepower than our raucous visitors, we're somewhat up against it. However, should all go to plan, the tables will be well and truly turned. "The whole point is to take pieces of the saucers that have crashed and develop new ships and weapons from their technology."

Raffaele imparted, "There are 12 ships and 20 different weapons available through research. You start off with machine guns and lasers through to gravity bombs and freeze rays. All of the weapons can be enhanced, the idea is that as you research the weapons you have they'll steadily become more powerful."

It's a feature which provides for over 60 different variations of ET exterminating tools; music to the ears of any fan of firepower and

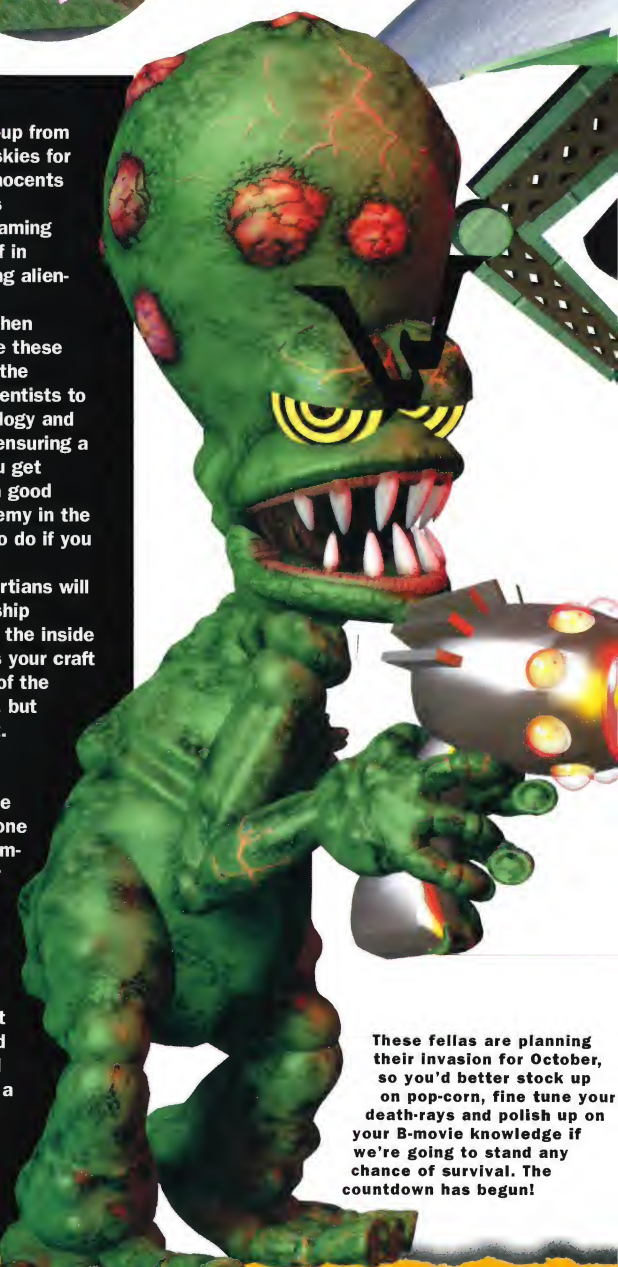
something which gets a firm thumbs-up from PlayStation Pro. After taking to the skies for the first mission and airlifting any innocents who are currently occupying the ET's intended target area to safety, by beaming them aboard, you'll soon find yourself in combat with a flock of missile-packing alien-controlled Frisbees.

Take the bad guys out of the sky then recover pieces of the wreckage. Take these samples of alien technology back to the government labs and set rescued scientists to work replicating this superior technology and you'll have made the first strides to ensuring a level playing field. But make sure you get those civilians out of harm's reach in good time, as it's easy to beam up the enemy in the confusion, which isn't a good thing to do if you want to stay airborne.

Once on board, the feisty little Martians will scamper around the innards of your ship knocking holes through the hull from the inside outwards; great for comedy value, as your craft swings uncontrollably from one side of the screen to the other with every clang, but bad news in the middle of a dog-fight.

## SET PHASERS FOR STUN

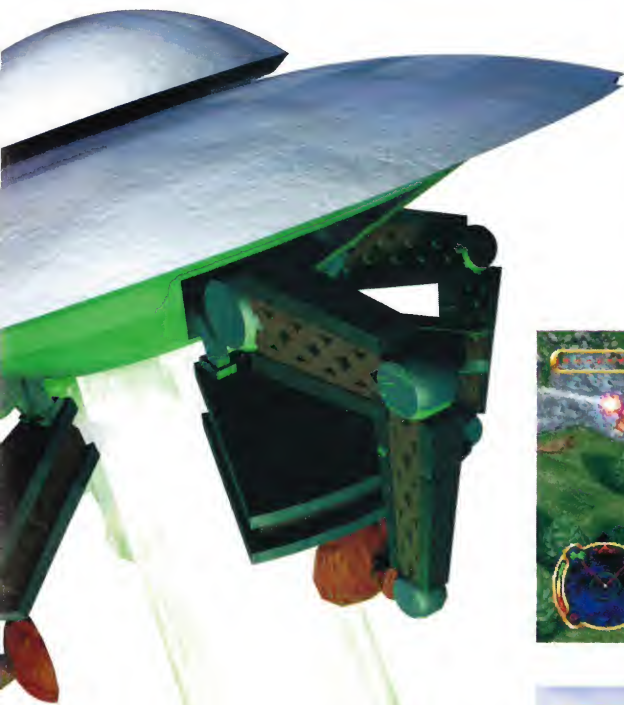
*King Of The Jungle* are still adding the finishing touches to what should be one of this year's most enjoyable shoot'em-ups in time for its scheduled October release, and while intergalactic battles for supremacy may be on the back-burner at the box office in favour of this year's natural disaster epics, *B-Movie* is sure to strike a chord with any would-be hero brought up on *Flash Gordon*, *The Invaders* and other such cheesy classics of TV and cinema and seems destined to enjoy a lengthy period in the console gaming charts thanks to a great mix of action, strategy and humour. Get ready for the invasion folks **PRO**



These fellas are planning their invasion for October, so you'd better stock up on pop-corn, fine tune your death-rays and polish up on your B-movie knowledge if we're going to stand any chance of survival. The countdown has begun!



Virtually everything you see on the landscape can be destroyed if the fancy takes you, though you should really be trying to protect it. Still, flattening an entire town is good for a laugh eh?



If you've taken too much damage, get back to the base-camp to swap into another of the three selected craft for that particular mission or wait for the special re-charging beam to repair your vessel



Sadly, the detailed 3D environments and hectic pace of play meant that a split-screen mode was out of the question, but thankfully B-Movie is looking nothing short of stunning, which is some consolation at least



B-Movie will run at 50 fps, ensuring the most hectic aerial battle yet. The question is, will you be able to keep up with the unrelenting waves of attack?





Teenagers are notoriously moody animals, it's puberty you see – the body goes through changes. So when you meet an over stressed gang of teenage tearaways packing more punch than Oliver Reed's bladder, you just know you're gonna meet a world of hurt

# Wild 9

It's always a pleasure to meet Dave Perry, founder and president of *Shiny Entertainment*, but you never know whether to shake him by the hand or slam a roundhouse right into his kisser. Don't get me wrong, he's a nice bloke but you can't help privately seething with envy, after all the guy runs his own software development company from it's prime position amidst the bikini clad beauties of Laguna Beach in California; and a successful one at that.

He's young, rich, and thanks to the quality of his past accomplishments, *Earthworm Jim* and *MDK* to name but two, he no longer has the threat of publisher interference looming over him, a position most developers would give their eye teeth for. "I'm very lucky to be in a position where *Interplay* will let me make any game I choose," he modestly enthused on a recent trip to the Buckinghamshire HQ of his trusting colleagues.

Free of restrictions, Dave has conjured up

the forthcoming *Wild 9*, a title which is almost guaranteed to continue *Shiny's* run at the top of the development food chain after receiving greater ratings than *Gex 3D* and *Crash Bandicoot 2* in teen focus sessions, scoring an average grading of 9.5 out of 10 – *Shiny's* best ever feedback result. So what unique game feature has Mr Perry implemented this time to get the games playing public hooked on his newest creation? Torture, what else?

## I'M A REAL WILD ONE

We saw shades of the *Shiny* mentality in *MDK*, whereby enemies could be maimed from long-range courtesy of Kurt Hectic's sniper cone, but with the cartoon character of *Wild 9* the twisted team have been able to take the theme of violence for comedy's sake to the next level, and man you're going to love it.

It's all made possible by way of an unique weapon carried by the game's main character, Wex Major. Wex, a teenager employed with

the task of saving the oppressed people of the Andromeda galaxy from Karn, agrees to lead a motley assortment of teenagers in a bid to put an end to Karn's reign of terror across the galaxy – the *Wild 9*.

Each member of this crackers outfit has a score to settle with Karn after being used as guinea pigs in failed attempts to create the perfect soldier, and they'll all play their part in Karn's downfall. But for the most part it's Wex and his special Rig weapon which'll take up the main amount of your tortuous time.

## ECLECTIC ELECTRIC

The Rig is a seemingly indestructible device that comes in two parts. The shoulder-mounted section is the actual firing mechanism which expels an erratic beam of energy capable of snaring objects, enemies and the like within its range, not unlike the particle acceleration beams in *Ghostbusters*. The second section, the gauntlet, is what controls how this beam





Aside from Wex's rig being the most useful weapon in the universe, it's also indestructible - the reason B' Angus lives inside. He's hiding from the Black Sheep, a love rival who wants to see B' Angus in a body bag



These fellas are the Little Evil Green Men, a toxic life form who are constantly making Wex's rescue missions more complicated



behaves, and more importantly what happens to the 'victim' held in its grasp.

Instead of frazzling Karn's guards as you would in the majority of other platform titles, you now have a seemingly endless list of possible ways to help the poor bleeder to meet his maker. The first way you learn to dispatch them is the old Tom 'n' Jerry floor smash - swinging your captive over your head and into the ground repeatedly until they shatter into a thousand pieces. But before long your catalogue of carnage will include deaths caused by drowning, choking, burning, mincing and countless other methods of life exhaustion, each one punctuated by the blood curdling cries of pain your ensnared enemies wail as they meet their savage end.

It's not all just killing for killing's sake though, certain deaths are called for if you're to progress through the game, so the various tortures available are actually there for a purpose. *Shiny* have exhausted their



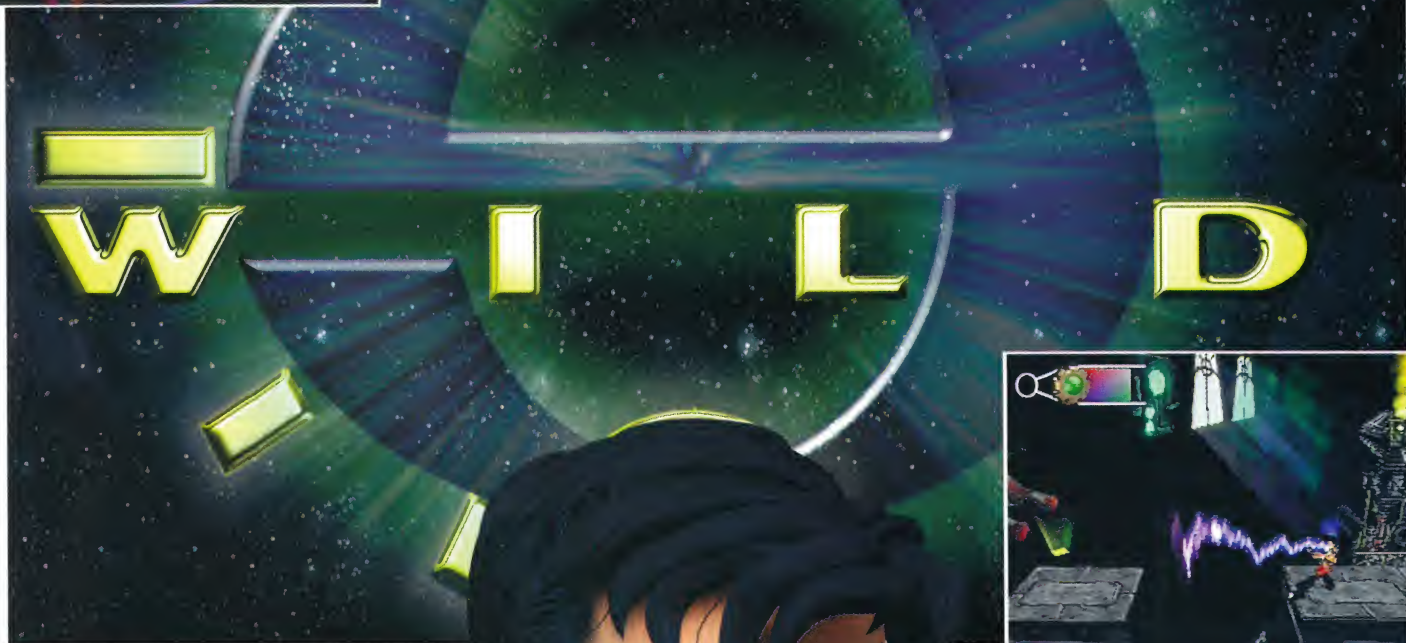
Men In Black or Mafia? Being a race of evil doers you can bet they'll have their, er.. eye open for any opportunity to cause havoc for the Wild 9







As Wex you'll have to rescue the captured members of the Wild 9, before taking on the might of Karn. Each member is being held on a different planet within the Andromeda cluster, and they'll most certainly be needed if Karn's Empire is to fall



imagination figuring out as many cool ways of making Karn's troops suffer as they could, that should make for a gaming experience that stays fresh right until the very end.

## SHINY HAPPY PEOPLE

Dave Perry certainly seems convinced that more choice for would-be psychopaths is the way forward. "Instead of just doing the same butt-bouncing move, you can do whatever you want. In fact you don't even have to kill anyone! If you want to you can just pick up the guards blocking your way and take them somewhere else where they won't bother you." Yeah, right Dave. Like we're going to do that!

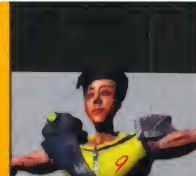
Overall it's a game you can't fail to impress, and regardless of the way it sounds, it isn't a blood thirsty affair,

everything is played for laughs, big time. The levels are incredibly diverse, so you'll find Wex riding animals, skimming across lakes and through swamps on a jet ski and even free-falling down hazardous air ducts. He'll be exploring plenty of hidden areas, power-ups and different routes through each level, again all in the name of playability, always the prime factor in any *Shiny* product.

"It's our goal to make a game with freedom and flexibility in it, so there may be a lot of stuff in the game that people won't see first time around, but you play the game the way you think it's cool to play." A philosophy that shouldn't be argued with, this guy knows his stuff. And *Wild 9* is set to prove him right once again **PRO**







# INTERGALACTIC 90210



As the charming leader of the Wild 9 and the possessor of the powerful Rig weapon system, Wex is rumoured to be 'The Great Champion' - a mystical folk hero whom legend predicts will lead the oppressed people of the Andromeda Galaxy to rise up against and defeat the ruthless Karn and his forces



Boomer McTwist is no stranger to action. Though a seemingly innocent young lady, she is the daughter of the now deceased, but famed, Scottish superhero 'The Tartan Spartan'. She carries his tartan hero outfit with her and throws it on whenever things get harried, giving her his superhuman strength



Pure living crystal. Crystal is, by far, the team's most intelligent member and often acts as the 9's chief science officer and provides tactical support for Wex. Crystal and her head of living hair are solar-powered by a gem housed in her mid-section and thus needs to be kept in a light-source to operate properly



Henry the aquatic biped is the least human of all the Wild 9s, but he's the most human in spirit. As a body of morphing water, he must remain encased in this awkwardly constructed eco-suit, but remains awestruck about life and especially humans. Henry can't get over the fact that we have thumbs!



Mac Sheen acts as a kind of swiss army knife for the Wild 9's use. He has hundreds of attachments which can be fitted to his body, providing whatever piece of kit the Wild 9 need. Imagine him as a 17 year old who's just received his driving licence... and a brand new Ferrari to go with it



Seeking to destroy the Wild 9, Karn sought to create the most destructive being in the Andromeda Galaxy. Nitro, the living bomb, is the result of this experiment. He's allergic to anything and everything and is confined to life in this suit as his every allergic reactions always result in a cataclysmic explosion



Pilfer is a straight jacket bound psychotic with 167 different personalities. He's a lunatic. He's insane. He's the captain of the Wild 9's ship! He's convinced his pet lizard is the most brilliant psychiatric mind in the Universe, 'Dr Rasponovich', but the truth is he's just a lizard, and a terrified one at that!



Pokkit is the result of an experiment in bio-warping technology and wears a jacket covered with pockets from which he can pull any item he needs, only it rarely works out that way. Being 3'4", Pokkit often goes unnoticed and so ties a bike flag to his body so that his presence can be noticed!

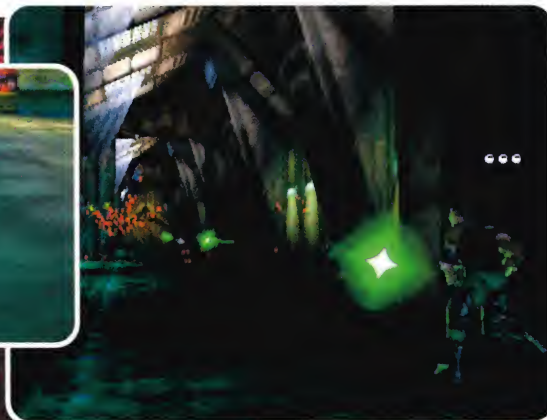


This is Volstagg, the final member of the 'wild trio' (comprised of Wex, Mac and Stag) and the strongman of the Wild 9. He was once a normal looking prince and heir to a kingdom, but is now a hi-bred of a silverback gorilla and gazelle thanks to Karn's geneticists. Volstagg has got a major bone to pick with Karn



# Apocalypse

He's dealt with an Armageddon, but can Bruce Willis handle the Apocalypse?



Video walls posted around the city will play full music videos of an as yet undisclosed act, without causing any slow down in the frame rate. So if you fancy taking a breather from the carnage, just get Bruce to watch for a while

## Death warmed up

**What's it all about?** In a futuristic neo-gothic world on the edge of annihilation, you take control over Trey Kincaide, the latest action character to find his boots filled by veteran baldy good-guy, Bruce Willis. The world is on the brink of becoming a planet-sized ghetto thanks to the meddling of a twisted cult leader known as The Preacher. This guy's become a seemingly unstoppable force after adopting the ultimate army into his parish by raising the Four Horsemen of the Apocalypse from the bowels of hell, and man are they happy to help him.

Obviously, Kincaide isn't phased by The Preacher's new playmates and carries on with his bid to return peace to planet Earth, that is if you're skillful enough to negotiate the amazingly accurate re-creation of the famous movie star through the game's 12 levels. *Apocalypse* is something of a coup for the videogame industry as it's the first time such a huge star has given their talents to a game product that isn't a movie license. *Activision* offered Willis a selection of games to ponder for his pixel perfect performance, but he was adamant that *Apocalypse* was the game for him as soon as he saw the script, and from what *Activision* have told us, he's been a dream to work with. If *Apocalypse* does well, and there's no reason why it shouldn't, it may signal the beginning of similar projects on a regular basis.

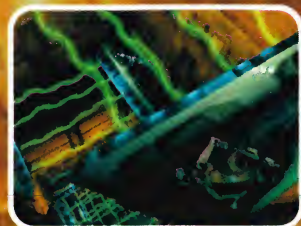
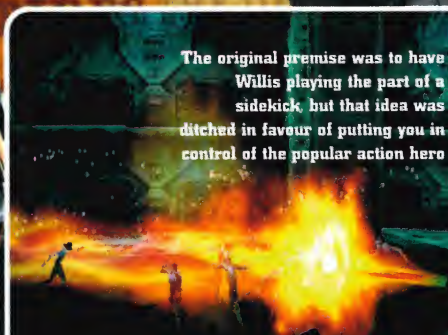
As for the game itself, well it's a single-player only third-person perspective shoot'em-up frenzy featuring stunning graphics, excellent weaponry, intelligent camera position changing and over 800 lines of speech recorded by Bruce for every cheesy 'one-liner' opportunity. It's looking mighty special and should be placed on your Christmas list right away.

**Who's responsible?** Activision

**When's it out?** Christmas



The original premise was to have Willis playing the part of a sidekick, but that idea was ditched in favour of putting you in control of the popular action hero



The intelligent camera system will rotate and zoom in and out to give you the best view of each different enemy strewn section





# Silent Hill

Get out your spare pair of pants and prepare yourself for the ultimate shockathon



PROSPECTS



Don't be fooled by the lack of activity in these scenes. Anything could be hiding in the fog. They feed on your fear



**What's it all about?** *Silent Hill* is your typical dead-end, backwater town. In fact, it's so quiet that when you arrive there doesn't seem to be anyone around at all. Worse than that, your daughter seems to have vanished with the inhabitants of this dreamlike realm.

As you wander through the ghost-town in search of your lost child, you begin to unearth the truth about *Silent Hill*. The few remaining characters you encounter on your journey may help or hinder you. So you must decide who you can trust.

If you thought *Resident Evil* was scary (now I know you're lying), then *Silent Hill* may keep you locked safely indoors for the rest of your life. If (due to some terrible affliction) you have only one remaining nerve left in your whole body, this will be the game to get it jangling.

## Head driller

Although *Silent Hill's* graphics are looking second to none at this time (the CGI sequences have to be seen to be believed), it's not the scenery that does the business in the

fright department. *Silent Hill* contains some of the creepiest audio effects outside of a John Carpenter flick. High pitched wails and weird alien screams feature highly. This isn't one to play in the dark.

Aside from the sound, the graphics can hardly be ignored. Whereas games like *Resident Evil* featured detailed, fixed backgrounds, *Silent Hill* opts for subtler artwork, but with a third-person, fixed camera system. This gives the impression of someone watching you on your journey, adding yet another sinister twist to the proceedings.

Although it's aiming for the same market as the *Resident Evil* series, *Silent Hill* should contain enough original features to stop it becoming a zombie clone. There's no doubt that punters want this kind of game, and from what we've seen, it's sure not to disappoint.

**Who's responsible?** Konami

**When's it due?** November



Your character's destiny is pieced together in a series of beautifully rendered CGI movie sequences



Many problems will arise where the only thing you can do is hold your breath and run like crazy







## Running Wild

Take a walk on the wild side and check out the animal athletics action from Universal Interactive



You'll be haring round courses against a muscled menagerie of creatures in this zoological cross-country

**What's it all about?** If you never thought you'd see a ram racing a rabbit, then you're in for a surprise with *Running Wild*. In a bizarre twist on the racing genre, six mammals (including a leather-clad zebra and a dungaree-donning elephant) have shunned the use of cars and karts in favour of tying on some trainers and doing a bit of legwork.

From splashing down streams to hopping over hot lava fields, *Running Wild* will feature six tracks to race across, including a variety of obstacles (best avoided if you want to be first over the finish line), as well as power-ups and mysterious hidden areas to uncover.

### Run Rabbit Run

*Running Wild* is the latest offering from America's Universal Interactive Studios, and it seems that they're no stranger to wacky animal characters –

after all, these are the guys who brought you that lovable marsupial, *Crash Bandicoot*.

Although a couple of the tracks do resemble levels from one of *Crash's* adventures, the game has some unique features, such as the 'Auto Run' option. This allows the player to set the accelerator to operate automatically, leaving your fingers free to guide your chosen character through the tricky twists and turns of each track. This feature, combined with analogue controller support, will help even the most dexterously-challenged player to reach the finish line first.

With race options including challenge, time trial and circuit modes, as well as the chance to run rings round your mates in the split-screen multi-player mode, look out for *Running Wild* if you want to satisfy your hunger for unusual racing games.

**Who's responsible?** Universal Interactive

**When's it due?** December



A selection of power-ups will be available around the tracks to give you the edge over your opponents and let you make your way to the finish line with ease

With tracks ranging from snowboarding slopes to rapid-moving rivers, you can be sure that the characters will be getting their feet wet at least once in the game







# Alien Resurrection

The perfect predators return to resurrect the nightmares of Ripley's past

**What's it all about?** You must have heard of the Alien movies by now? Ridley Scott started the ball rolling with the nail-bitingly tense original where the heroine Ripley battled with a xenomorph for the first time. In her alien killing career the character played by Sigourney Weaver has been: left alone on an enormous ship in the depths of space; frozen for 50 years and stranded on an infested colony; wrecked on a prison planet inhabited only by men; and after her demise as a host at

the end of that movie, she returned, resurrected as a simulant.

## Totally bitchin'

Argonaut Software are responsible for transferring the action from the silver screen onto your favourite console and are determined to do the job right (hence the long wait until the finished game – expected towards the early part of next year).

Being impatient buggers though, we couldn't wait that long, so we travelled down to their London office to check upon the game's progress, and we're glad to

report that it's taking a rather nice shape.

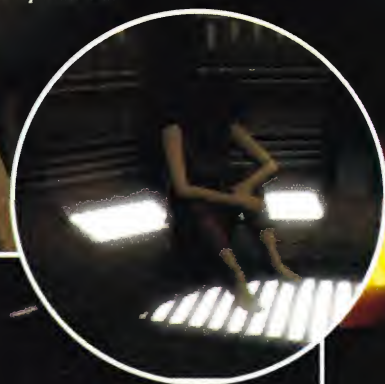
Once again Ripley takes the lead, but you'll be able to swap and change between four other main characters at different points during the game. It looks like a cross between the SNES version of *Alien 3* and *Resident Evil*, and should play a treat too thanks to 13 levels of intense action. The aliens promise to have very sophisticated AI with the ability to scale walls and ceilings, whilst Ripley attempts to stamp out the threat of the aliens and simulant aliens before they reach Earth. We'll keep you posted.

**Who's responsible?** Argonaut Software

**When's it due?** January 1999



Shooting backwards whilst moving in the opposite direction was one of the game's unique features which went down a storm when an early demo was unveiled at E3



Face-huggers will implant eggs into you which must be removed before they reach maturity, other wise you'll be feeling the cold chill of space whistling through your chest



Argonaut are adamant that the aliens will have a level of AI that hasn't been reached before and will thus be capable of figuring out which attacking manoeuvres are successful. They'll also learn to stay away from areas of the ship where you find it particularly easy to dispose of them, the crafty buggers





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Our salesmen are all enthusiasts and do not make commission, so they can give you completely impartial advice. *Remember, if you don't like it you don't have to keep it so we make sure we tell you the truth!*



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John Clelland, Vauxhall's star touring car driver playing with a Top Gear wheel at our recent store opening in Leeds  
"This wheel is fantastic - I want one!"  
- John Clelland.

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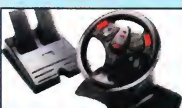
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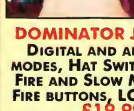
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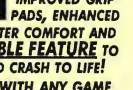
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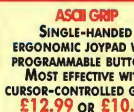
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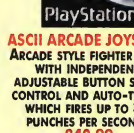
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To assist in choosing the right game for you, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. We have also tried to categorise the games for you. If you would like advice or more information on a game prior to purchasing, please do not hesitate to ring our sales team who will give a fair and unbiased opinion of the game. Remember, if you don't like it you don't have to keep it so they will always tell you the truth!



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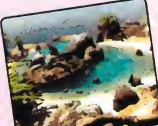
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Playstation Magazine no.31 .....£33.99

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order Tekken 3 from us before 30th

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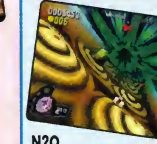


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TOP DRIVE WHEEL  
RRP £109.98

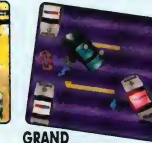
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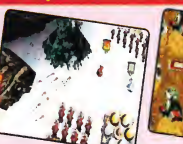
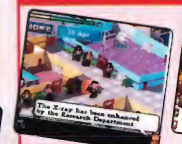
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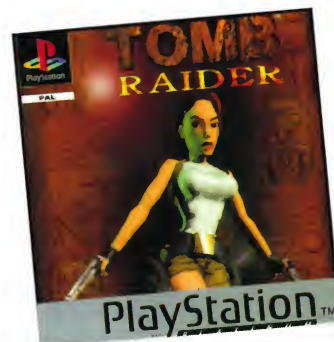
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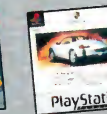
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# PRO RELIEF

**You've begged, you've pleaded and some of you have even asked for cheats to PlayStation games, so this month I'm back with more gaming comfort for all you frustrated gamers. From Point Blank to Colin McRae Rally, you'll find everything you need to thrash your mates, murder your enemies and become the ultimate PlayStation gamer**

Send all your distress signals to me: Miss Bea Hav'n' PlayStation Pro, IDG Media, FREEPOST (SK3038), Macclesfield SK10 4YE



## COLIN MCRAE RALLY



**Dear Miss Bea,**  
I've got Colin McRae Rally for my birthday and I was wondering are there any cheats?  
**Aaron Smith, Swindon**



Yes indeedy Aaron, so hold on to your britches and check out these gorgeous codes for Colin McRae Rally

Enter your name as:

**BACKFEET** to get the co-driver to control the car  
**PEASOUPER** to race in fog  
**BUTTONBASH** to active pedal car mode – press \* and ● alternately to move the car  
**HELIUMNICK** for a high-pitched co-driver  
**DIRECTORCUT** to watch your replay in the transition mode  
**KITCAR** to activate turbo boost mode (press Select to activate boost when bar is green)  
**MOREOOMPH** to double the power of your car  
**FORKLIFT** to active rear wheel steer only mode  
**BLANCMANGE** to make your car move like jelly  
**TROLLEY** to activate four-wheel steering mode

## POINT BLANK



**Dear Madam,**  
I've recently purchased Point Blank for my

PlayStation, after buying the excellent Time Crisis and G-Con45 gun. It's all a bit easy though, so I was wondering if you had any cheats to spice things up a bit.

**Gareth Irwin, Manchester**



I haven't been called a Madam in years, but it brings back fond memories. As for spicing up your life Gareth, I'll leave that kind of rubbish to the Spice Girls and instead give you these tasty morsels.

### EXTRA POINTS

In the Octopus stage, you can shoot the crab for some bonus hit points.

In any of the stuffed toy stages, you can repeatedly shoot the glass that shows your target and get many bonus hit points.

In most of the criminal stages, you can shoot out the windows of cars or buildings and get extra hit points. If you shoot out a window when a criminal pops up, you can also get more than 100% accuracy and get more points. In some of the protecting Dr. Don and Dr. Dan stages, you can shoot them and get extra hits for blasting them.

## POWER SHOTGUN - MACHINE GUN

The Power Shotgun and Power Machine Gun in Quest Mode are found in the last level. Go to the second town (The town without the inn) and head south along the eastern edge of trees. About half way between that town and the small hut, there will be a secret entrance into the forest.

You must navigate through the forest maze and get into the large pond on the other side. Once you get there, head just north of the uppermost ducks in the pond and near the centre. Search around and you should find the Power Shotgun. Then, travel south through the pond and you should find the Power Machine Gun. These two items are just the Shotgun and Machine Gun that can be used an infinite number of times.

**NB:** To use the Power Shotgun, you must have a dexterity of at least 40. To use the Power Machine Gun, you must have a dexterity of at least 60.

## JEREMY MCGRATH SUPERCROSS '98



**Dear Miss Bea**  
I've bought the worse bloody motorbike game in the whole world, Jeremy McGrath Supercross '98, and I'm now praying that you can make this pile of dirt better with a set of welcome cheats.

**Alister Morgan, Sheffield.**



If you won't wait for our Pro review before buying a game then I've no sympathy for you Alister. But since I hate to see anyone in so much obvious distress, here are a few hints to add a little life to that decaying pile of two-wheel twaddle.

### REVERSE MODE

To race the tracks in reverse, finish the season in first place.

### DONUTS

While driving, stop, press and hold \* and hold either ◀ or ▶ to do a donut (where the bike does a 360° on the spot). To do a faster donut, hold the same buttons with the nitro button held down.

### MIRROR MODE

Win the season in the reverse mode to enable the mirror mode.

## Tomb Raider 2 and Final Fantasy VII limited edition book offer

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Due to the overwhelming number of requests for help in both Tomb Raider 2 and Final Fantasy VII, PlayStation Pro has reprinted a limited number of cheat books for all you struggling gamers. The Tomb Raider 2 book is a complete game walkthrough, whilst the FFVII guide is a spells and secrets book which lists the location of all the Materia, enemy skills, hidden characters and secret areas including the breeding of chocobos and Yuffie's quest. Individually the books cost **£1.50** each plus p&p, or you can buy both books for for a stupidly low **£2.50** p&p. Send your request form, with your cheque or postal order made payable to IDG Media, to **PlayStation Pro cheats book offer, IDG Media, FREEPOST (SK3038) Macclesfield SK10 4YE.**

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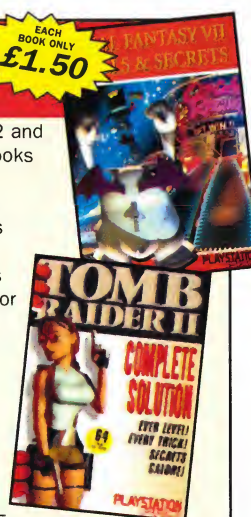
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## MORTAL KOMBAT 4 (US & UK VERSIONS)

**Q&A** Dear PSX tart  
MK4 is very bloody marvellous.  
But what I want now is a set of  
cheats to make my life complete.  
Please, please, please you huge  
chested wonder, supply me with  
hidden delights from your warm-  
hearted bosom.  
David Adipose, Salford Quays

**Q&A** You strike me as the kind of bloke  
who would say 'knickers-knackers-  
knockers. So my first tip to you David  
is to get out of the house more often. If your  
life is fulfilled with an MK4 cheat then you've got  
a strange set of priorities. As for your cheats, here  
they are:

### ALTERNATE COSTUMES

To get alternate costumes, first go to the character select screen.  
Go to the character you want to select but before selecting him, hold  
START and press the BLOCK button. When the Ying Yang symbol starts  
spinning, wait until a voice says "Excellent!" That means you have the  
second colour.

To get the third costume, do it again and the Ying Yang will spin  
again, but this time you'll have the third colour costume. Example:  
Scorpion, red Scorpion, unmasked grey Scorpion.

### ALTERNATE WEAPONS

Enter any character's costume change code twice, and pick that  
character. The character and any other character you pick will have a  
different weapon. Examples: 1) Jax gets Shinnok's Staff, 2) Sonya gets  
Kai's Knife, and 3) Reiko gets Raiden's Mallet.

### BEAT SHINNOK EASILY

At the beginning of the fight, jump-kick Shinnok away from the skull.  
Now throw the skull (to throw the skull press Down+Run when you are  
standing on top of it) at Shinnok and keep doing it until he is defeated.  
The skull takes away more energy than any regular hit so make sure  
he doesn't throw it at you first.

### GORO'S BIO

To view Goro's bio, go to the "Kombat Theatre mode", highlight the  
EXIT icon and press L1.

### NEW WEAPON FOR KAI

Beat the game with Kai. Watch his ending and Raiden will give him the  
lighting staff. Watch the credits and play the game as Kai  
again. When you use his weapon it will now be the staff.

### NOOB SAIBOT'S BOXER/REAPER COSTUME

Noob Saibot has an alternate costume  
that's sort of a boxer crossed with the  
Grim Reaper. First, select Hidden on the  
'choose your character screen.' Second,  
move your select box to Reiko. hold start  
and press block. Finally, press Run+Block  
to select Noob. You should now have  
one very wacky costume.

### NOOB'S OTHER COSTUMES

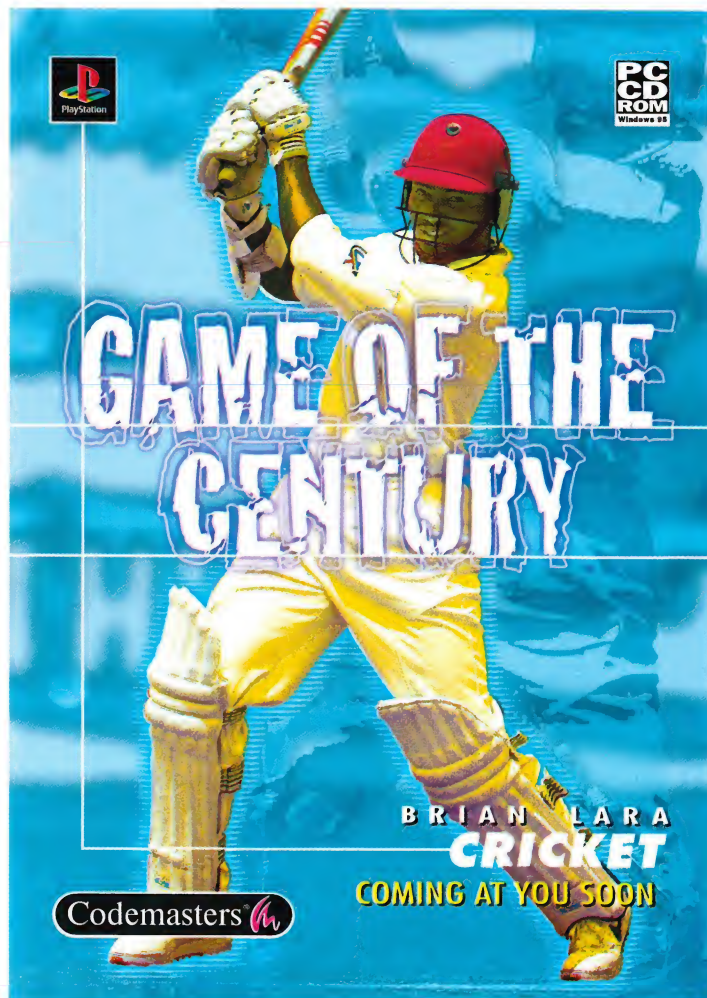
To get Noob's other costumes you  
must flip Reiko's icon before  
doing the part of the code by  
pressing and holding Run and  
Block. One flip of Reiko's icon  
will give you an unmasked, no  
Ninja suit, but still black Noob.



Two flips will give you a lighter  
shade of black. Three flips will give you  
a white hooded one. All of Noob's  
costumes use the sickle weapon.

### PLAY AS GORO

After defeating the game as Shinnok, start a two player game and select the  
"Hidden" icon then go up three and left one, (It will be on Shinnok) then  
press Block + Run to select Goro.





## FORMULA ONE

Formula One from Psygnosis takes pole position in our platinum cheat section this month thanks to its meteoric rise up the charts. Take



these cheats for a once around the track and you're sure to be a winner.

### MINI BUGGY

Enter this code on the practice, race and qualify screen.

Hold **SELECT** and enter **→, ↑, ▲, ←, ↓, ■** and **▲**. Enter quickly and the screen confirms the cheat.

### MINI BIKE

Enter as above, **↓, ↑, ●, ▲, →, ↑, ■** and **▲**.

### GIBBERISH

Hold **SELECT** and press **←, ●, ↑, ↓, ↓, →, ●, ■, ■**.

### LAVA

Hold **SELECT** and press **■, ●, ↑, →, →, ●, ×**.

### ODD

#### COMMENTARY

Hold **SELECT** and press **↓, ↑, ←, ←, ■, ●, ×**.

### BONUS TRACK

Hold **SELECT** and press **←, ●, ●, ▲, ▲, ●, ↑, →**. With this code in place, you must start a race and then cancel out of it before you can return to the Circuit Select menu and find the "Grand Champion" bonus track.



### FRAMEOUT CITY BONUS TRACK

Play an arcade or Grand Prix Mode championship and finish as number one. Now you can select a car shaped bonus track called Frameout City (6 km).

## FORSAKEN



Dear Miss Bea Havin' I got Forsaken a couple of weeks ago and I was wondering if there are any cheats for it? PS.

Brilliant mag!  
Paul Hopgood, Reading



Flattery (and donkey-sized tackle) will get you everywhere Paul, so your troubles are definitely over as I've delved deep for these beauties.

At the main menu, where you choose start, option, etc. press **←, →, ←, →** and go to the option screen to find a cheats menu.

Enter these codes on the password screen: bubbles Enables cheats.

**thefullmonty** – Turns on level switch capability, use menus to pick any level.

**iamzeus** – God mode. Invulnerable, full weapons, unlimited ammo & nitro

**powerpods** – two unknown weapons "SPID" and "THIEF" eyeballs.

**titsoot** – If you have access to the special ship, turns on the "adult" textures.

**lumberjack** – This turns on a missile toggle. Hitting quick key for Mug selects normal. Hit Mug again for spiralling Mug, once more for bouncy-Mug (two bounces). Hitting the quick key for Solaris selects normal, once more for homing plasma, once more for extra powerful blue homing plasma.

**jimbeam** – This turns on the beam toggle. Hitting laser quick key selects normal laser, once more for electro-beam like LevTank, once more for superbeam from Hades

### PASSWORDS :

PLAY AS BEARD  
LVL2:640V141K  
LVL3:S8160S62  
LVL4:ND1N0S53  
LVL5:QJ2B045N  
LVL6:DN2Q0035  
LVL7:ZS380X7Q  
LVL8:QX3Q0N5R



LVL9:C044042S  
LVL10:54DS1419  
LVL11:58P8101B  
LVL12:HDYN003W  
LVL13:TJZ20X6D

### PLAY AS CURVEL CLARK

LVL 2:3NOVSX0Y  
LVL 3:7S9DSS17  
LVL 4:3X9VSS0+  
LVL 5:60LGS81J  
LVL 6:88LJS4B2  
LVL 7:LDM6S0DM  
LVL 8:2JMQT08N  
LVL 9:BNN2S0BP  
LVL10:QSNJT0FQ





## BUST-A-MOVE 2

**Q&A** Please can you help me? I've tried several cheat codes for Bust-A-Move 2, but none of them seem to work.  
Elizabeth Howe, Cumbria

**Q&A** Sorry to hear that you've had problems Elizabeth, but you can always come to me for help. Below are bona fide cheats that will help you with this addictive little puzzler.

### ANOTHER WORLD

Try this code for a little variation. At the Title Screen, press **R1, ↑, L2, ↓**. If you did this correctly, a little green bird will appear in the lower right-hand corner. Start a new game and you'll see the words "Another World" in the lower left-hand corner. This code results in slightly different puzzles and a faster pointer. If you beat the computer in Player vs. Computer mode, you will be able to select characters next time around.

### CHARACTER SELECT

At the map screen press **←, →, ↑, ↓, L1 + L2 + R1 + R2**. A character selection menu will appear.

### MORE CONTINUES

At the options menu press **←, →, R1, R2, L2, L1, ↑, ↓**. A 30-second timer will appear in the upper-right hand corner. Press the **X** button repeatedly to gain up to 30 credits!

## WCW NITRO

**Q&A** Dear Miss Bea Havin,  
Could you please send my son, John, the cheat for WCW Nitro. It's the cheat of how you get all the secret characters, he cannot find them himself.

N. Arbon, Hull

**Q&A** So John, you can't find the cheat (issue 23 page 107) and your dad has to write in for you. If anyone needs an ego boost it's you, so to make your head swell a little, try this fine new cheat for WCW Nitro.

### VOODOO MODE

At the 'Wrestler Select' screen press **L1** seven times, then **L2+Select** and you should hear a wacky sound. During the match as the wrestler takes damage his head will gradually get bigger and bigger.

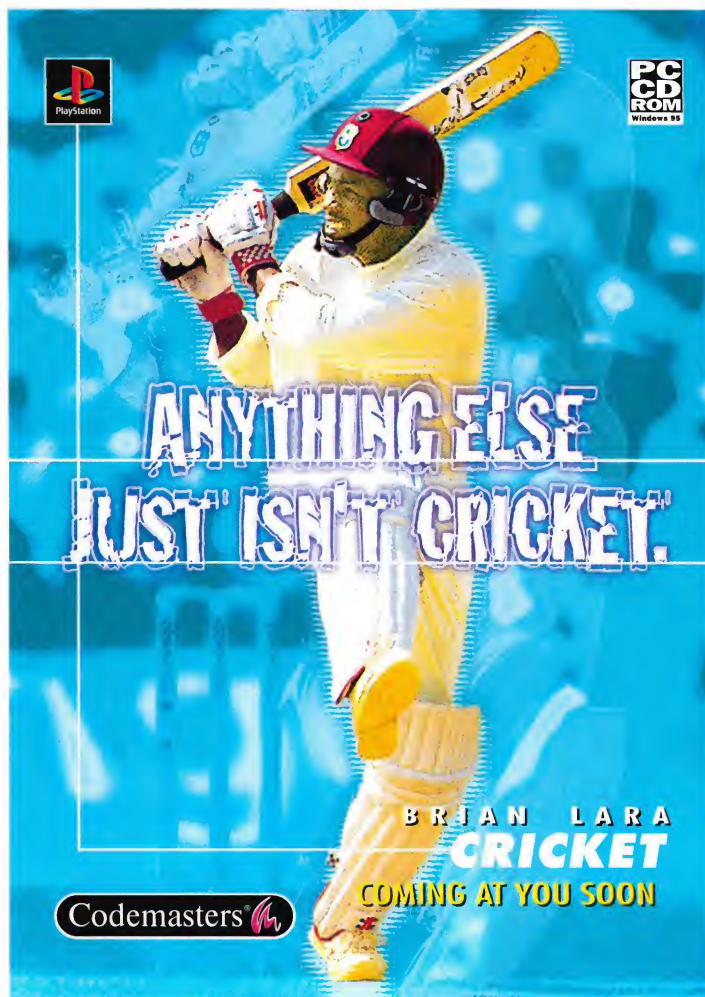
## N2O

**Q&A** Dear PSeXy siren  
My eyes are burning, my head is spinning and I can hardly focus to write this request. N2O has totally messed up my head, so if you could send me your passwords and perhaps any old lingerie you have spare, my life would be completely sorted.  
Giles FM, Brighton

**Q&A** As it happens Giles, I'm not really a fan of undergarments so you're out of luck there. However, I am not lacking in the password department, so check out this eau natural codes below.

### PASSWORDS

| Level | Code     |
|-------|----------|
| 5     | STSTSTTO |
| 6     | SSOSTXTX |
| 7     | XTOSTTOT |
| 8     | SOOTTSTS |
| 9     | SOXTSSXO |
| 10    | XTSOTXXX |
| 11    | OSTSOTST |
| 12    | OXXXTXSS |
| 13    | STT0OX00 |
| 14    | SSTOOTOX |
| 15    | OTXSOTTT |
| 16    | OSTX000S |
| 17    | XOTXSSSO |
| 18    | OTOOTSSX |







## BREATH OF FIRE III

**Q&A** Dear Miss Bea,  
I absolutely hate this game, but I've bought it and so I must beat the bloody thing. Please can you assist.  
**Big Dave Smith, Oldham**

**Q&A** Big in what way Dave? Anyway, you seem to be quite pissed off, so I'll try to relieve your angst with these handy hints.

### EASY GHOSTS

If you're having trouble beating the ghosts in McNeil Manor, use heal on them. This even works on the boss.

### FREE BERRIES

For free berries go to the coffee shop and kick the tree with apples in it for berries the berries give you five hps back.

### DEIS

To get Deis go to Zublo Mountain After you free her, all you have to do is go up the stairs when you enter Zublo Mountain. Go up to the slab and press X. She will ask if you would like to be her

apprentice. **NB:** you might have to go back there a few times because she will not apprentice immediately after you free her.

### MASTER OF AGILITY

To get the fairie Meryleop to become your master, go east of Wyndia where there is a spring that is said to be home of the fairies. Have Peco run and knock a rock into the middle of the pool, and a fairie will appear. She will send you on a mission to get an object stolen from her by a crow.

Now go to the mountain west of the Arena, and if you walk behind the mountain a "?" should appear. Have Peco hit the tree with the crow on it, then take the object back to the fairie and she will offer to be your master. Your agility will go up +2, but your Hp, Power, and Defense go down -1.

### THE MAGIC MASTER (MYGUS)

After played the game for a while, go north of the town of McNeil and you will see a tree stump on the map (a question mark will show). Enter it and go up and you will see and old man. Talk to him and whichever character you use will be apprenticed with him and gain more INT and AP, but lose a little attack power and defence during level-ups.

### THE MASTER D'LONGO

Near Windia, there is a coffee shop. Go behind it and there should be a girl walking around. You need 15 different weapons to get her.

### THE MASTER EMITAI

After you get older, you can get Emitai as one of your Masters. (Emitai is the leader of the second team you fight in the Tournament of Champions). Once you're older go to the Ogre Road. Here there's a path that leads north which reveals a hut. Talk to Emitai and he will tell you that if you pay him 10,000 zenny for his mortgage, he will teach you some of his spells.

### THE SECRET MASTER

After you go to Windia the second time, you'll discover another master. To get him you must discover the pathway between the walls surrounding Windia. Continue this way and you will enter a little house containing the Master.

### THE STRENGTH MASTER (BUNYAN)

Once you've played the game for a while, go back to Bunyan's Cabin to make him a master for one of your characters. Any character apprenticed to Bunyan will gain more attack power and defence, and a little less Intelligence and HP when gaining a level.

## DATEL GAME PRODUCTS

*The Datel cheat cartridge is a little grey box that has brought joy and happiness to many PlayStation gamers. The cartridge slips into the parallel I/O slot at the back of your PlayStation and offers a menu into which you can type your cheat code. It supports the latest games, including this small but perfectly formed PlayStation selection listed below.*

### PREMIER MANAGER '98 ALWAYS FREE TRANSFER

D000e044 0009  
80088ff8 0000  
D000e044 0009  
80088ffa 0000

### ALWAYS FREE WAGE BILL

D000e044 0009  
80079d38 0000  
D000e044 0009  
80079d3a 0000

### SUDDEN DEATH

801946bc 0000  
801946be 0000

### CRASH BANDICOOT

100 lives  
8006ce68 6400

**NB:** To restore your lives to 100 you must enter the warp room.

### ALL CRYSTALS

8006d03c ffff  
8006d03e ffff  
8006d040 ffff

### ALL GEMS

8006cec0 ffff  
8006cec2 ffff  
8006cec4 ffff  
8006cec6 ffff

### OPEN ALL LEVELS

8006ce74 43c8

**NB:** This code must be used with all crystals and gems turned on.

### VIGILANTE 8

Infinite Ammo All Weapons  
8003384c 0000  
8003384e 0000  
80033184 0000  
80033186 0000  
800321e8 0000  
800321ea 0000  
80034b3c 0000  
80034b3e 0000  
80035888 0000  
8003588a 0000  
8003ba98 0000  
8003ba9c 0000

**NB:** When you have a weapon it will automatically have infinite ammo.





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# PRO DIRECTORY

Updated each month, this section of the mag gives you all the info you need on every PSX title currently available. All the Platinum titles are highlighted for you, plus our Pro scores adorn each game too

If you're wondering how us professionals come up with the Pro scores for each game listed, the box below should explain things in more detail

|   |   |    |  |
|---|---|----|--|
| 1 | <b>ABSOLUTE SHITE. DO NOT BUY THIS GAME, NO MATTER WHAT</b> | 6  | <b>NOT A COMPLETE DOG, BUT COULD HAVE BEEN A CONTENDER</b>   |
| 2 | <b>SHODDY, UNINSPIRED CRAP THAT SHOULD NEVER BE PLAYED</b>  | 7  | <b>CHECK IT OUT FIRST BEFORE PAYING HARD CASH FOR IT</b>     |
| 3 | <b>VERY POOR. NOT THE WORST THING EVER, BUT NOT FAR OFF</b> | 8  | <b>A POTENTIAL CORKER THAT DOZES QUALITY IN SMALL DOSES</b>  |
| 4 | <b>WELL BELOW PAR WITH SOME MAJOR LEAGUE FLAWS</b>          | 9  | <b>AN ESSENTIAL PURCHASE THAT'S RECOMMENDED BY ALL OF US</b> |
| 5 | <b>AVERAGE. STRICTLY FOR THE hardcore fan OF THE GENRE</b>  | 10 | <b>THE PERFECT GAME IN EVERY CONCEIVABLE WAY. A RARITY</b>   |

|                     |   |
|---------------------|---|
| <b>RENT IT!</b>     | <b>RENT IT!</b><br>Entertaining for a while, but the instability factor is highly doubtful. Fun for a night though    |
| <b>MUST BUY!</b>    | <b>MUST BUY!</b><br>Simply essential. This is quality gaming and must be bought immediately. If not sooner            |
| <b>TRY B4 U BUY</b> | <b>TRY B4 U BUY</b><br>A quality title that's a preferred taste. Not everyone's cup of tea, but well worth trying out |
| <b>AVOID!</b>       | <b>AVOID!</b><br>Not worth a penny of anyone's money. This is naff, bland and one to avoid at all costs               |

## RACING

Put your foot down and avoid those corners! Yes, it's that popular genre that seems to double in size as each month goes by. Full on driving action ahoy!



**ANDREI RACING** 7  
Mario gets in on the PlayStation scene, but not in the form of the fat Italian bloke. This isn't a classic but it's worth a look



**AYRTTON SENNA KART DUEL 2** 4  
Amazingly poor racer that should never have been resurrected. Ayrtton would be turning in his gravel



**BURNING ROAD** 1  
A fast paced racer which never performed as well as it should. Check out its improved sequel Explosive Racing



**CIRCUIT BREAKERS** 8  
Supersonic Racers gets re-vamped to provide loads of multi-player fun in this Micro Machines clone from Mindscape



**COLIN MCRAC RALLY** 8  
A near perfect recreation of the real thing. Plays and looks better than all of its rivals and should be bought immediately



**CYBER SPEED** 3  
A dreadful racer where your craft is attached to a wire and you spend hours throwing the joypad around in disgust. Avoid!



**DESTRUCTION DERBY PLATINUM** 7  
When the PlayStation was launched this ruled the roost. Today it looks dated and shoddy, but it's worth £20



**DESTRUCTION DERBY 2 PLATINUM** 8  
This is what the original should have been - A much improved drive with fancier graphics and gameplay to boot. Buy it!



**EXPLOSIVE RACING** 7  
Burning Road was cool enough, but this sequel manages to address the original's minor problems and plays better too



**FELONY 11-79** 7  
Smash everything, drive through shopping malls and cause utter mayhem. Let down by a lack of tracks



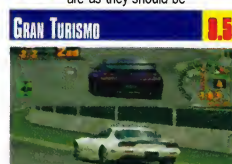
**FORMULA ONE PLATINUM** 8  
Grand Prix racing as it should be, tons of action and speed aplenty. But it's now time to check out F1 '97



**FORMULA ONE '97** 8  
If F1 is comparable to the Arrows team, then this year's release is a Williams. Truly awesome stuff once again



**FORMULA KARTS** 8  
Slightly above average racer which differs to any other racing game. The speed and handling are as they should be



**GRAN TURISMO** 8.5  
Sony's powerhouse racing game is possibly as fine as games will get. Incredible realism and kick ass gameplay



**HARDCORE 4X4** 8  
Ever wondered why people drive their trucks around in the dirt? Neither have we, but this title offers just that



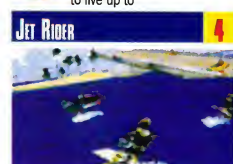
**HI-OCTANE** 5  
This could have been so good, but at the end of the day it was let down with poor graphics and even worse gameplay



**IMPACT RACING** 8  
More thrills and spills in yet another fast paced racer. But even speed addicts will notice the flaws. Worth a look



**INDY 500** 7  
A distinctly average racer which features a few nice touches but it's got a lot of top competition to live up to



**JET RIDER** 4  
Awful jet ski racer that promised to be Sony's answer to Wave Race64. Of course, it wasn't and we hate it



## Jet Rider 2



**AVOID!** The original was shite and this sequel doesn't exactly break the mould. Due to dodgy controls and slack graphics

## Kart Duel



**AVOID!** A fine attempt which looked the part but lacked the all important gameplay factor needed in driving games

## Micro Machines v3 Platinum



**MUST BUY** Midget motor racer that everybody must own. The four player mode will have you glued to the TV for days on end

## Monster Trucks



**TRY & BUY** Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too!

## Motorhead



**TRY & BUY** The fastest PlayStation racer of all time. Grenlin will be well pleased with their first game coming out of Sweden

## Moto Racer



**AVOID!** Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey to be essential

## Motor Mash



**RENT IT** Playable and enjoyable Micro Machines clone. It doesn't quite have what it takes to topple the classic MM however

## Motor Toon GP 2



**TRY & BUY** A colourful, quirky and fun Mario Kart style racer that got us all excited upon its arrival. By no means a serious game

## NASCAR Racing '96



**RENT IT** An average racer which looks and plays much the same as Andreotti Racing. Rent it for the night and then decide

## NASCAR '98



**TRY & BUY** It's another stunning case of so near yet so far for a NASCAR game. It looks top but has a few niggling faults

## Need For Speed Platinum



**MUST BUY** One of the essential racing games for any discerning player, although somewhat dated against today's offerings

## Need For Speed 2



**RENT IT** The slightly less than impressive sequel to Need For Speed. More options, but at the expense of the gameplay it seems

## Need For Speed 3



**TRY & BUY** The series keeps getting better, but this, and the others for that matter, are far from perfect. Check it out though

## Newman-Haas Racing



**TRY & BUY** Having more speed than F1 '97 yet less depth makes this a game for those who love the frantic pace of the sport

## Off World Interceptor



**AVOID!** Buy this and we'll hunt you down and beat you to a bloody pulp. This is awful and must be avoided at all costs!

## Peak Performance



**RENT IT** Another average racing game which looks decent enough but fails to impress in the grand scheme of things

## Penny Racers



**AVOID!** Quite possibly the worst racing game to date and one that manages to make Off World Interceptor look good. Avoid!

## Porsche Challenge Platinum



**MUST BUY** The Boxster races for all its worth in this slick racer. Options include a cool two player mode for added enjoyment

## Power Boat Racing



**TRY & BUY** A bit of something different although the racing elements are as you'd expect. Worth a look, but a bit soggy

## Rage Racer



**MUST BUY** The third Ridge Racer game is an in-depth affair that pisses all over every driving game you care to mention

## Rally Cross



**RENT IT** A bouncy rally game from Sony that went head to head with the excellent VRally. It's a good laugh, but VRally offers more

## Rapid Racer



**RENT IT** A powerboat racer which differs from all the other racers because now you're on water. Good fun for a short time

## Ray Tracers



**RENT IT** Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like. Just rent it!

## Ridge Racer Platinum



**MUST BUY** The original PSX racer still takes some beating and for £20, you ain't gonna get a better driving title on your grey box

## Ridge Racer Rev. Platinum



**MUST BUY** The sequel to Ridge Racer packs a mean punch, but failed to be a classic due to the limited course on offer

## Road Rage



**AVOID!** A poor mans WipeOut in every sense. Why buy this when there are many bigger and better titles currently out there?

## Road Rash



**RENT IT** Average motor biker game from yesteryear that gives you the chance to knock your opponents off the road

## Road Rash 3D



**TRY & BUY** More two wheeled road rage in this enjoyable third instalment of the popular Road Rash series from EA

## Speedster



**AVOID!** A racing game with a weird overhead view point. Original maybe, but it's still a required taste if driving's your game

## Starwinder



**RENT IT** A 3D racer that fixes you to a space rail and throws you all over the place. It looks like WipeOut, but lacks it's edge

## Street Racer



**RENT IT** Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated

## Supersonic Racers



**RENT IT** Wacky races style romp which owed plenty to MM V3. Watch out for the sequel, Circuit Breakers, that's coming soon

## Test Drive Off Road



**AVOID!** Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed - just like posh people!

## Test Drive 4



**TRY & BUY** Hindered only by a lack of a two player option which is what these games are all about at the end of the day. Shame

## TOCA Touring Car



**MUST BUY** A fantastic Touring Car racer which is up there with the V-Rallies and Total Drivin's of this world. An absolute corker

## Tokyo Highway Battle



**RENT IT** A Rage Racer style game where you must build your car to improve your overall racing performance. Enjoyable

## Tommi Mäkinen Rally



**AVOID!** How can a game that looks so good turn out to be such utter shite? A truly awful attempt at a rally sim. Avoid at all costs

## Total Drivin



**MUST BUY** Possibly the ultimate racing game including everything from rally cars to sand buggies. Highly recommended

## V Rally



**MUST BUY** Truly amazing rally sim. Over 40 tracks to race on and loads of cars and options. You simply must buy this game!

## WipeOut Platinum



**MUST BUY** Amazing gameplay and a top soundtrack made this a winner in the PlayStation's infancy. Now quite sluggish





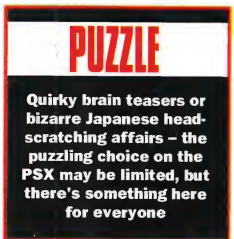
**Wipeout 2097 PLATINUM** 1

Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty. Buy this game today!



**WRECKIN' CREW** 4.5

Dismal driving battle game that looks as bad as it plays. If it's petrol and pellets you're after stick with Micro Machines



**3D LEMMINGS** 1

An updated and special 3D addition to the on going Lemmings family. Save the suicidal green haired fops



**BLAST CHAMBER** 7

Dancing On The Ceiling is taken quite literally in this frantic explosive puzzling sport from the future. Confused?



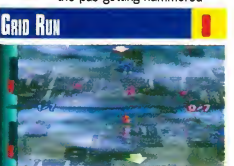
**BUST A MOVE 2 PLATINUM** 7

Crazy puzzler which lacks the longevity of games such as Lemmings, but it's still a playable and fun two player game



**BUST A MOVE 3** 0.5

Quality puzzle game that will keep the girlfriend occupied for many a night while you're down the pub getting hammered



**GRID RUN** 1

Fast paced chases around a floating grid. Good fun in small doses, but the longevity simply isn't there I'm afraid



**HEBEREKE POPOITTO** 3

Wacky Japanese puzzle game which owes plenty to Tetris and even more to the game's developers LSD intake methinks



**KULA WORLD** 6

Perplexing, frustrating, but enjoyable puzzle game which features a pill popping beach ball. Nuff said



**KURUSCHI: INTELLIGENT CUBE** 7

Bizarre puzzler in which you capture cubes as they roll towards you. Great fun but limited by a lack of variation



**LOST VIKINGS 2** 1

A tricky puzzler where you control a posse of comedy Norse men who are lost. It'll have you hooked in seconds too



**ODD WORLD PLATINUM** 1

The ultimate puzzle game. It's quirky, it's fun and more than a little perplexing. A truly original game



**SUPER PUZZLE FIGHTER TURBO** 1

A bizarre Street Fighter/ Tetris combination which will zap your social life into extinction within minutes. A must buy!



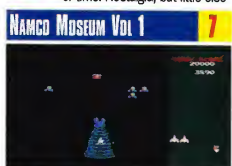
**ATARI ARCADE'S GREATEST HITS** 5

A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins and creators



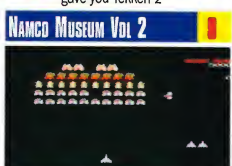
**ATARI'S GREATEST HITS 2** 0.5

Another chance to remind yourself just how far games have advanced in such a short space of time. Nostalgia, but little else



**NAMCO MUSEUM VOL 1** 7

Depending on your age, you'll either love or hate these arcade classics from the guys that gave you Tekken 2



**NAMCO MUSEUM VOL 2** 1

Unfortunately, there's very little to recommend in this second collection of old games with dodgy graphics



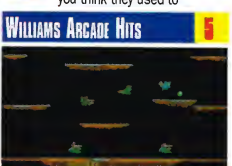
**NAMCO MUSEUM VOL 3** 4

The further into the catalogue you go the fewer classic games there are it seems. Why do they still churn these out?



**NAMCO MUSEUM VOL 4** 5

Another dire collection of arcade classics from the early 80's that don't play as good as you think they used to



**WILLIAMS ARCADE HITS** 5

Yet another retro game compilation which surprisingly has the odd treat hidden away in its innards



**DIABLO** 1

EA convert their successful PC slash 'em-up cum RPG very successfully onto the console format. Check it out



**FINAL FANTASY VII** 1

The biggest game ever! A three disk bonanza which is already wreaking havoc on the feeble minded. Buy it now!



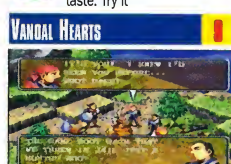
**KING'S FIELD** 7

Standard and graphically basic role playing romp from Sony HQ. Despite it's looks though, the gameplay is impressive



**SUIKODEN** 1

The first true RPG to appear on the PlayStation is unfortunately a little drab for everyone's taste. Try it



**VANDAL HEARTS** 1

Magic, action, strategy and fighting. It's a corker that's for sure and until FF VII turns up, waste your time with this baby



**CAPTAIN BLAST** 7

Basic platform action that amuses and entertains without excelling at either. You could do much worse, so take a look



**CASPER** 1

The friendly ghost makes his video gaming debut in this dodgy platformer aimed at the younger games player



**CASTLEVANIA** 1

Probably the only game to have never changed since its initial release back in the Dark Ages. Not taxing and not clever



**CHEESY** 4

Semi 3D platform mayhem featuring a squeaky mouse. Crash is miles better though, believe me



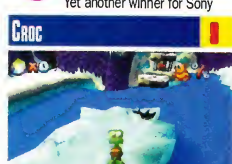
**CRASH BANDICOOT PLATINUM** 1

A classic platformer soon to be revamped in a stunning sequel. Until then, enjoy this laugh a minute adventure



**CRASH BANDICOOT 2** 1

A massive improvement on the original and offers more variation than its predecessor. Yet another winner for Sony



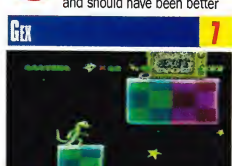
**CRUC** 1

A rival to Mario 64 only for the PlayStation. It's cute, cuddly and is in a league of its own. A must buy for the youngsters out there



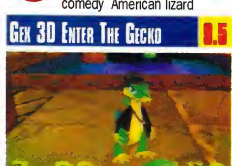
**EARTHWORM JIM 2** 5

An unimpressive update of a SNES platform hero. But Jim's 2D PSX outing shows its age and should have been better



**GEN** 7

One of the best early platform games available. Bags of fun all round with a wise cracking comedy American lizard



**GEN 3D ENTER THE GECKO** 0.5

Another Mario attempt for the PlayStation this time featuring the comic vocals of Brit playboy Leslie Phillips. Good stuff



**HEART OF DARKNESS** 0.5

A platform game sent from heaven with wonderful animation, fantastic graphics and a seamless plot line



## HERCULES



**TRY & BUY** Yet another Disney release which combines gameplay with their well known cartoon style. It's a little too simple though

## JERSEY DEVIL



**TRY & BUY** A slightly twisted take on the Croc theme. Tricky to get to grips with initially, but rewarding if you persevere for a little while

## JOHNNY BAZOOKATONE



**AVOID!** Johnny searches for his band mates in this dreary 3D platformer. Another one for the younger gamer out there

## JUMPING FLASH



**RENT IT** An average 3D platformer which was easily completed, yet loved by all. Well worth a look though and quite fun

## JUMPING FLASH 2



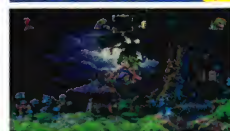
**RENT IT** An improvement on its predecessor with more depth and originality. But again, this is easy to complete

## KLONA



**RENT IT** A real surreal Japanese deal with an airborne floppy eared feline. Well, it's Japanese, what did you expect?

## LOMAN IN LEMMINGLAND



**RENT IT** A strange platformer featuring the loveable Lemmings. All in glorious 2D too. What a rare treat, eh?

## LOST WORLD



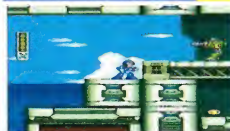
**TRY & BUY** Jurassic Park 2 hits the PSX and gives you five varying characters to play with, including a massive T Rex

## LUCKY LUKE



**TRY & BUY** It may be aimed at kids but that's no excuse for releasing a sub-standard platform game really is it?

## MEGA MAN X3



**AVOID!** Uninteresting platformer from the age-old Japanese super hero. This would have looked out of date on the SNES. Avoid!

## MICKEY MANIA



**TRY & BUY** The world's most famous mouse is uninspiring in this standard platformer, but offers good old school fun

## PANDEMONIUM PLATINUM



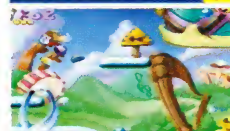
**TRY & BUY** A 2D platformer made to look all 3D due to the PlayStation's graphic capabilities. Well worth a purchase

## PANDEMONIUM 2



**RENT IT** Tests your eyes like no other game. Colour blind players may have trouble with the over the top colour schemes

## RAYMAN PLATINUM



**MUST BUY** The first classic platformer to hit the PSX and now available for £20 thanks to the handy wallet-friendly Platinum Range

## RASCAL



**AVOID!** Don't be fooled by the cute looks, this rascal needs a slap in a big way. Dull adventure game for little terrors

## SKULL MONKEYS



**TRY & BUY** Awesome graphics but lacking in lasting appeal. It's good to see someone thinking about what they're doing

## SPIDER



**RENT IT** Arachnid platformer which could have and should have been so much better. Rent it before spending cash though

## SPOT GOES TO HOLLYWOOD



**RENT IT** Spot returns with a fine 3D platformer based on various classic movies from yesteryear. Try before you buy

## TRASH IT



**AVOID!** Control a fat bloke with a big hammer and basically smash every thing in sight. Original, but quite boring and bland

## TOMBI



**TRY & BUY** Some puzzle solving and a hint of rpg add a little variety to this somewhat 2D platformer, making it well worth a look

## BEAT 'EM UPS

If you want to get in training for Saturday night's trip down the pub then fighting games are for you. Here's the definitive list for your PlayStation

## BATMAN FOREVER



**AVOID!** Knuckle clusters abound in this absolutely dreadful Dark Knight scrapper. Looks and plays really badly. Avoid!

## BATTLE ARENA TOSHINDEN PLATINUM



**MUST BUY** One of the first scrap fests to arrive on the PSX. Oddly enough it still manages to excite after all this time

## BATTLE ARENA TOSHINDEN 2



**RENT IT** Slightly less impressive than the original but still hits you where it hurts thanks to big swords and lots of top moves

## BATTLE ARENA TOSHINDEN 3



**RENT IT** The third member of the Toshinden family gives you everything the other two games did and lots more

## BLOODY ROAR



**MUST BUY** A surprise hit around the office due to the morphing characters who change from human to animal form throughout

## BUSHIDO BLADE



**TRY & BUY** A slash 'em up if the truth be known. The fights are short lived due to being cut short (quite literally) with one blow

## CARDINAL SYN



**TRY & BUY** Unusual beat'em-up from Sony with some weird characters that deserves your attention for a short while at least

## CRITICOM



**RENT IT** An average scrapping fest which fails to impress for any length of time. Another one for the rental option methinks

## DEAD OR ALIVE



**MUST BUY** Beat 'em ups rarely look or play as good as this. It's viciously fast and inventive, and the girls' boobs bounce. Excellent

## THE CROW: CITY OF ANGELS



**AVOID!** Truly one of the worst beat 'em-ups to ever appear on any format ever. In every way a dodgy movie licence

## DARKSTALKERS



**RENT IT** Capcom use their SF2 engine to bring these Hollywood style horror icons to life in this enjoyable 2D fighting beast

## DYNASTY WARRIORS



**RENT IT** Costume drama beat'em-up that has a little more plot than your average fighter. Not the best of its genre, nor the worst.

## FANTASTIC FOUR



**AVOID!** Streets of Rage style action with Marvel Comics' famous family of mutants. The thing is, the gameplay is really terrible

## FIGHTING FORCE



**TRY & BUY** Better than most arcade beat 'em-ups. Varied pagga situations and more than a few shocks hold your interest

## IRON & BLOOD



**RENT IT** A medieval style beat 'em-up giving you Orcs, Knights and freaky little wizards to slap around a standard arena

## IRON MAN



**AVOID!** Way down near the bottom of the pile, this comic book fighter should be avoided by anyone with any sense, or cash

## KILLER INSTINCT ARENA FIGHTERS



**RENT IT** Kick boxing from your armchair sounds like fun, but this brave attempt was a disappointment for all who played it

## MARVEL SUPER HEROES



**RENT IT** Yet another standard beat 'em-up only this time having a link with superheroes such as Spiderman and Wolverine

## MORTAL KOMBAT 3



**TRY & BUY** The 2D bloodfest which was hyped to the max when it got released over here. Not as cool as you may think



## MORTAL KOMBAT MYTHOLOGIES 1



**AVOID!** This is a bland and poorly thought out fighting adventure. Certainly worth avoiding like crazy

## MORTAL KOMBAT TRILOGY 1



**RENT IT** Imagine all three of the Mortal Kombat series on one CD! Well it's now a reality, but offers nothing new

## MORTAL KOMBAT 4 1



**TRY & BUY** After finally making it into 3D the MK series has come full circle but still lacks the greatness to be found in rival beat 'em ups

## PSYCHIC FORCE 5



**AVOID!** Fair play, this offers something a little different from the norm for beat'em-up fans, but it's by no means great

## RISE 2: RESURRECTION 5



**AVOID!** An improvement on the original but still lacks that killer punch needed to take it storming into everyone's game collection

## SOUL BLADE PLATINUM 1



**MUST BUY** This remains one of the finest moments for beat 'em-up fans worldwide. Buy this or Tekken 2 and you're laughing

## STAR GLADIATOR 1



**TRY & BUY** Instantly playable scrap fest with lasting appeal and tongue-in-cheek Star Wars inspiration. Well worth a look

## STAR WARS: TETRA KSI 0.5



**MUST BUY** Technically Soul Blade with Stormtroopers, this offers some good solid gameplay with the favourite blokes in the universe

## STREET FIGHTER ALPHA 2 7



**RENT IT** the all time classic beat 'em-up makes a welcome second appearance on the PlayStation. It's still a classic

## STREET FIGHTER COLLECTION 1



**TRY & BUY** An ideal collection for any fan of series, but don't expect anything new here, this is purely a SF collection.

## STREET FIGHTER EX PLUS ALPHA 1



**TRY & BUY** At last! The perfect fighting formula gets the 3D makeover it so richly deserves. Street Fighter fans will love it.

## STREET FIGHTER: THE MOVIE 1



**AVOID!** The game of the movie of the game. As dire as the movie itself and should be left alone no matter what the price

## TEKKEN PLATINUM 1



**MUST BUY** Kicked its way into the homes of many a true beat 'em-up nut and is now available for a mere £20. And it still rocks!

## TEKKEN 2 PLATINUM 0.5



**MUST BUY** The far superior sequel remains an essential buy for anyone who loves 3D arcade fighting. You simply must own this

## TOBAL NO.1 7



**TRY & BUY** 3D beat 'em-up with more depth and variation than any other on offer, but lacks the killer instinct to make it a must buy

## WARGOIDS 5



**AVOID!** An American arcade fighter that looks much better than it plays. Drab, uninteresting and ultimately forgettable

## YUSHA 4



**AVOID!** A weird and frantic 3D beat 'em-up from Japan which was truly disappointing in almost every department

## Vs 7



**TRY & BUY** Gang warfare on the streets of LA. This plays at a fair pace and has some nice touches but doesn't really do anything new

## X MEN: CHILDREN OF THE ATOM 7



**TRY & BUY** Standard beat 'em-up fayre from the people who brought us Streetfighter and Marvel Super Heroes

## ZERO DIVIDE 7



**RENT IT** Yet another futuristic beat 'em-up. But this one features polygon robotic thugs instead of butch blokes

## FLIGHT SIMS

Often the butt of many a cruel gag, flight sim enthusiasts are seen as geeky nobbs by their few friends. The question is, are you a geeky nob?

## ACE COMBAT 2 1



**TRY & BUY** Addictive and uncomplicated Top Gun shoot 'em-up from arcade masters Namco. And don't worry, it's not a flight sim.

## AGILE WARRIOR 7



**RENT IT** An action packed flight simulator which has you blowing things out of the sky left, right and centre. Good fun

## AIR COMBAT PLATINUM 7



**TRY & BUY** So-so flight sim from the PlayStation's early days. Now available for £20 via Sony's popular Platinum Range

## BLACK DAWN 1



**TRY & BUY** A frantic helicopter flight simulator that's also the sequel to the brilliant Agile Warrior. This offers more, obviously

## FIRESTORM: THUNDERBOLT 2 1



**MUST BUY** Blow the opposition away with your savage chopper in this revamped version of an old classic. Worth a blast

## GUNSHIP 7



**TRY & BUY** A more technical helicopter flight sim which although being less trigger happy, still does the business though

## RACING SKIES 5



**AVOID!** The skies aren't so much raging, more mildly littered with the odd enemy. In every way average, so try before you buy

## STRIKEPOINT 1



**RENT IT** A fairly bog standard flight sim which offers nothing new but is quite good fun for novices and experts alike

## TOP GUN: FIRE AT WILL 4



**AVOID!** No surprises as to what this pretty fine game is all about, but at the end of the day there are much better games available

# MOST WANTED

You've read our Exposure section and skimmed through the Prospects zone and are no doubt quite clued up as to what will be coming your way over the next few months, but which ones should you really be looking out for?

Ah yes, the future. We all look forward to it with childish anticipation. We already know which titles will be making an appearance in the world of PlayStation gaming through the Summer and in the run up to Christmas, but unless you're a social outcast with a bank balance larger than the national debt you aren't going to buy them all. So which select titles should you really look out for? Well, these are the ones we can't wait to get our grubby mitts on...



## SPYRO THE DRAGON

Quite simply one of the best looking games we've seen to date on the PlayStation. Spyro is almost too cute. Bait your breath!



## WARHAWK



**TRY & BUY** An early helicopter simulator which looks basic but manages to enthrall with its 'must finish' airborne missions

## WING COMMANDER 3



**RENT IT** Mark Hamill stars in the third of the ongoing space dog-fighting series. FMV in abundance, little gameplay

## WING COMMANDER 4



**RENT IT** More of the same if the truth be told, with Mr Hamill showing his face again in even more FMV based tales

## WING OVER



**TRY & BUY** Strange flight sim. Crammed with aerobic action and more than a little variation in aircraft. Offers more than most

## ADVENTURE

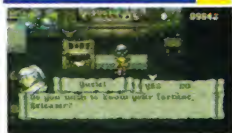
Legend has it that adventure games have been going longer than any other genre in the world of videogames. Choose carefully traveller from our list below

## ALONE IN THE DARK



**TRY & BUY** Haunted house adventures which looks quite odd, but still manages to do the business on the old adventure front

## ALUNDRA



**TRY & BUY** Falling into the same leather booties as Zelda on the SNES, Alundra is a painting by numbers RPG that will win no new fans

## ARK OF TIME



**TRY & BUY** Ark of Shite would have been more appropriate. Not even worth using the CD for one of those classy clocks

## BATMAN & ROBIN



**RENT IT** A potential monster that grossly undersells itself with many good gameplay elements which, sadly, don't really gel together

## BLAZING DRAGONS



**AVOID!** Monty Python humour abound in this average adventure that's technically aimed at the younger gaming audience

## BREATH OF FIRE 3



**TRY & BUY** Lame RPG, looks and gameplay are dated by today's standards. Fans of the SNES versions may enjoy it, but we don't

## BROKEN SWORD



**MUST BUY** The best point and click adventure on the PlayStation so far. A sequel is already here, but buy this anyway!

## BROKEN SWORD 2



**TRY & BUY** Equally as impressive as its predecessor containing more puzzles and more than a hint of some fine humour

## CHRONICLES OF THE SWORD



**AVOID!** A hot contender for the worst PlayStation game ever, this King Arthursque adventure is simply dreadful

## CITY OF THE LOST CHILDREN



**TRY & BUY** An epic adventure based on the average French arthouse movie of the same name. Well worth a look, if only for the graphics

## CYBERIA



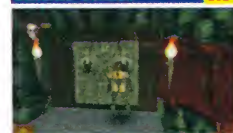
**TRY & BUY** A PC conversion which looks a dream but has limited appeal to those after some good solid adventuring fun. Novice friendly

## D



**AVOID!** An interactive movie adventure which lacks longevity, gameplay, excitement and playability. In a word, Avoid!

## DEATHTRAP DUNGEON



**MUST BUY** Ian Livingstone's fantasy world is brought into PlayStation heaven by Eidos. Only the strongest need apply

## DISCWORLD



**RENT IT** Terry Pratchett's finest moment transformed itself very well onto the PSX and this is simply amazing. A must buy!

## DISCWORLD 2



**TRY & BUY** Ultra barney sequel to the ultra barney Discworld. It's undoubtedly one for fans of Terry Pratchett's wacky books

## EXCALIBUR 2255AD



**TRY & BUY** A 3D adventure which has the right mix of action and puzzles, but looks and plays too much like Tomb Raider

## HERC'S ADVENTURES



**AVOID!** A decidedly average game which is over all too soon. Fun for a little while but that's about it. Just misses the mark

## LEGACY OF KAIN



**TRY & BUY** Vampire strangeness in this huge and impressive blood sucking adventure. Well worth the money though

## LITTLE BIG ADVENTURE



**TRY & BUY** This quirky adventure game was lovingly converted from its PC origins and manages to entertain for a short while

## MEN IN BLACK



**RENT IT** A better than usual movie license, but still guilty of major flaws. Could and should have delivered so much more

## MYST



**AVOID!** Average static screen joggle from years ago. It won't amaze by any means, but it still has strong puzzling elements

## NIGHTMARE CREATURES



**TRY & BUY** This received some harsh treatment from other mags, but it's definitely one for the gore and action fans out there

## OVERBLOOD



**RENT IT** A futuristic adventure game which is over way too soon for the experts and sadly too boring for the novices

## PERFECT WEAPON



**RENT IT** A strange adventure game which has you punching your way to victory over a series of lush and lovely environments

## PITFALL 3D: BEYOND THE JUNGLE



**TRY & BUY** A surprisingly good 3D rendition of one of the original console games. Activision are hitting a bit of form



## TEKKEN 3

A rock solid piece of pagga software that should be on everyone's essentials list. They don't come any bigger than this



## FINAL FANTASY VIII

Squaresoft's definitive adventure series is set to return and send every PlayStation owner into a gibbering wreck



## DRIVER

God, how much do we want this game? We're all going to have to wait for Santa to bring it to us though. Downer!



## FORMULA ONE '98

The next in line from Psygnosis' racing car stable promises more than ever before. Put this on your shopping list right now.



# PSYCHIC DETECTIVE 3



**AVOID!** An FMV adventure game which may be too strange for some and simply too bonkers for the majority

# REBOOT: COUNTDOWN TO CHAOS 7



**TRY & BUY** Average shooter that promised a bit more. Worth a look if you are a mad, bad blasting maniac with nothing better to do

# RESIDENT EVIL PLATINUM 0.5



**MUST BUY** 'The ultimate gore fest for any fan of zombie movies. Puzzles, shotguns, big snakes and blood thirsty freaks aho!

# RESIDENT EVIL 2 0.5



**MUST BUY** With two CDs full of action, this blood soaked stormer is an essential purchase for everyone. This is simply superb

# RESIDENT EVIL: DIRECTORS CUT 8



**TRY & BUY** A two disk spectacle which brings you three variations on the original game and a 20 minute demo of the sequel

# RIVEN 5



**TRY & BUY** A rendered collection of snaps fail to live up to this bland but complex affair. Comes quite close to being a form of torture

# SENTIENT 7



**TRY & BUY** An adventure game which struggles for identity among the other more stronger titles currently available

# SPAWN: THE ETERNAL 0.5



**TRY & BUY** Interesting idea but let down by rosy gameplay. Fans of the movie and comic may be keen to take a look though

# SWAGMAN 1



**RENT IT** A spooky cartoon adventure which owes much to classic Zombies Ate My Neighbours on the SNES

# TIME COMMANDO 5



**AVOID!** You travel through time in this 3D adventure although the effort really isn't worth bother. Leave this well alone

# TOMB RAIDER PLATINUM 1



**MUST BUY** The game which launched a thousand magazine covers. Still does well thanks to the recent sequel

# TOMB RAIDER 2 0.5



**MUST BUY** What more can be said about Lara Croft and her raiding of tombs? Nothing. This is what you expected and a whole lot more

# SHOOT 'EM UPS

3D arcade blasters are a popular breed with PlayStation owners worldwide, and as you can see from the list below, there are plenty on offer to choose from

# ALIEN TRILOGY PLATINUM 1



**MUST BUY** You are officer Ripley taking on wave upon wave of slimy space critters in this top PSX version of the three classic movies

# ARMoured CORE 0.5



**RENT IT** Mech warriors battle it out er... and do little else in this blasting romp. Simple stuff, but good fun for a short while

# AREA 51 1



**AVOID!** This game doesn't exist. Oh no. Unfortunately, we're joking and it does actually exist. And it's a pile of shit

# ASSAULT RIGS 5



**RENT IT** Amazing gameplay and a top soundtrack made this tank battler a winner in the PSX's early days. Try before you buy

# AUTO DESTRUCT 7



**RENT IT** A mixed bag this one. The fine line between a tough challenge and impossibility has been breached. Average at best

# BATTLE STATIONS 1



**AVOID!** This is basically Battleships for losers who can't be bothered getting the board game out of the loft. Please avoid!

# BEAST WARS 4



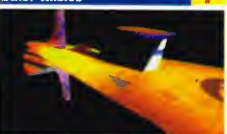
**AVOID!** Transformers, more than meets the eye? Not in this game, what you see is what you get, which is very little indeed

# BLAM! MACHINEHEAD 5



**AVOID!** 3D shoot 'em-up with some nice graphical effects, but let down by over complex missions and bad handling

# BLAST RADIUS 7



**RENT IT** Star Wars style shoot'em-up that doesn't quite compete with Colony Wars, but provides plenty of great target practice

# BRARMA FORCE 1



**TRY & BUY** The third Kileak release is surprisingly absorbing stuff. Much more enjoyable than the previous two put together

# COLONY WARS 1



**TRY & BUY** A futuristic blaster which sees you following many different paths as you battle your way across the cosmos

# CONTRA: LEGACY OF WAR 5



**RENT IT** A 96 remix for the bland horizontal scrolling shoot'em-up from yesteryear. Nothing special going on here

# CRITICAL DEPTH 3



**AVOID!** After Tigershark failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap

# CRIME KILLER 7



**RENT IT** Law and order courtesy of armoured vehicles and a mandate of zero tolerance in this futuristic driving shoot'em-up

# CROSSADER: NO REMORSE 7



**TRY & BUY** Take control of a robotic assassin in this isometric viewed PC conversion. Bullets and blood aplenty

# CRYPT KILLER 2



**AVOID!** Truly awful conversion of the arcade game where you shoot badly drawn zombies and comedy mummies

# DARK FORCES 7



**TRY & BUY** Star Wars meets Doom in this classic blaster. If you want to kill Stormtroopers, then this is the game for you

# DESCENT 7



**TRY & BUY** Shoot 'em-up in the Doom style only you're flying around in a spaceship head first down a massive mine shaft

# DESCENT 2 1



**RENT IT** Less than impressive sequel that offers more of the same. The thing is, we've seen it all before. Boring!

# DISRUPTOR 7



**RENT IT** A pretty marvelous and varied Doom clone giving you huge weapons and a fair bit of FMV mission briefing

# DOOM 1



**MUST BUY** The game that spawned a thousand imitators. A classic in every sense of the word. Buy this game today!

# DUKE NUKEM 3D 1



**MUST BUY** Sure it's been released ages ago on other formats but if truth be told this is still pretty darn marvellous

# EPIDEMIC 1



**RENT IT** The sequel to Kileak doesn't offer anything new, but gives you more enjoyable corridor roaming fun

# EXHUMED 7



**RENT IT** Slightly flawed but not too bad Doom clone set in ancient Egypt. Could have been a contender to Doom's crown

# FACE TO BLACK PLATINUM 1



**MUST BUY** A 3D shoot 'em-up which impresses many with the lavish graphics and exotic locations and cut sequences

# FINAL DOOM 1



**TRY & BUY** The rather splendid sequel to the monster hit giving you more of the same, with added bonus bits of blood

# FIRE & KLAOW 5



**AVOID!** Rather bland cartoony shoot 'em-up affair where you control a comedy cartoon cat and ape duo. Honest!



## FORSAKEN 1



**TRY & BUY**  
Cool graphics and action aplenty in this blast from Acclaim. It's an acquired taste, but quite juicy and enjoyable

## FRENZY 5



**AVOID!**  
Haywire cartoon shoot 'em up that scores more misses than hits. Could've been much better with a little more variety

## G-POLICE 8



**TRY & BUY**  
Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys has never been so much fun

## GALAXIAN 3 4



**AVOID!**  
Dull shoot 'em-up similar to Starblade Alpha, but not as impressive. The arcade version rocks, but this sucks

## GHOST IN THE SHELL 7



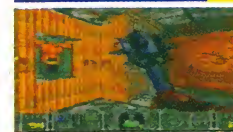
**TRY & BUY**  
Another comic inspired Sony game that never quite manages to make it to the big time. A nice try though

## HARD BOILED 4



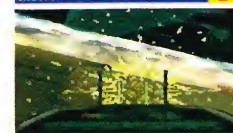
**AVOID!**  
Based on the cult comicbooks of Frank Miller, this has you driving a big tooluedup Chevy in futuristic settings

## HEXEN 2



**AVOID!**  
Eagerly awaited drivl which at the end of the day that should have been brilliant. As it stands... just avoid it

## INDEPENDENCE DAY 2



**AVOID!**  
Maybe the worst movie license ever, even if we take the awful SF: The Movie into consideration. Absolute cack

## IN THE HUNT 3



**AVOID!**  
Underwater shoot 'em-up where you piss around in badly drawn sprite-based subs. Another one to avoid

## JUDGE DREDD 7



**RENT IT**  
Stunning shoot 'em-up from Gremlin. The bullets will be flying and the adrenalin pumping almost immediately

## KILLER THE BLOOD 7



**TRY & BUY**  
By today's standards this wouldn't fare too well, but it ruled the roost in its hey day. See Epidemic, its sequel

## KRAZY IVAN 7



**RENT IT**  
Slightly flawed 3D shooter giving you full control over huge Russian Mech robots. Worth a look if you fancy it

## LETHAL ENFORCERS 2



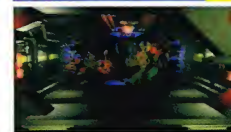
**AVOID!**  
If filth could be transformed into a game then this is as downright stinky as you could go. A contender for worst game ever

## LIFEFORCE: TENKA 1



**TRY & BUY**  
Gloomy surrounds, stunning graphics and wicked gameplay make this one a winner. But maybe long in the tooth now

## LOADED PLATINUM 1



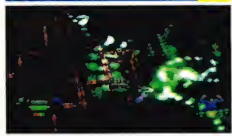
**MUST BUY**  
An isometric viewed shooting gore fest which isn't all that bad. And at £20 a throw you're laughing! Buy it!

## LOVE SOLDIER 1



**AVOID!**  
A dire 3D shoot 'em-up where you're in control of a butch soldier hellbent on saving the globe from aliens. Avoid!

## MACHINE HUNTER 7



**RENT IT**  
The 3D levels can be tiring in this huge game that oozes Loaded influences. The game, not the magazine

## MAXIMUM FORCE 4



**AVOID!**  
Yet another light gun farce which attempts to cash in on the success of Time Crisis. Do not consider buying this disgrace

## MDK 8



**MUST BUY**  
Snappy name, awesome game. Drops you in the centre of a violent world where only the strongest will survive the day

## MECHWARRIOR 2 1



**TRY & BUY**  
Robots blow each other away big time in this fine shoot 'em-up brilliantly converted from the PC for us PSX nuts

## N2D 1



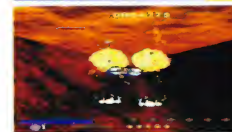
**RENT IT**  
Bizarre backdrops, psychedelic colour schemes and frantically fast gameplay make this an eye and brain straining affair

## NANOTEK WARRIOR 1



**RENT IT**  
A psychedelic shoot 'em-up in the same vein as the old arcade classic, Tempest. Except loads more fun and mayhem

## NOVASTORM 2



**AVOID!**  
An early release on the PlayStation that could have been so much more. As it stands, it's fairly dull as things go

## NUCLEAR STRIKE 1



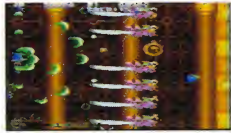
**TRY & BUY**  
The eagerly awaited sequel to Soviet Strike which doesn't disappoint. More thrills and spills than previously

## ONE 0.5



**RENT IT**  
Brainless violence that looks great but becomes monotonous after a while. It'll keep you occupied for the night though

## PARODIUS DELUXE 1



**RENT IT**  
A conversion of the original classic Parodius game which will surprise no one but amuse many. Check it out

## PHILOSOMA 5



**AVOID!**  
A shoot 'em-up incorporating many different viewpoints but with very little excitement. Look elsewhere before buying

## PD'ed 5



**AVOID!**  
Smack walking backsides and the like with frying pans and big sticks in this strange slant on the Doom clones

## RAIDEN PROJECT 1



**MUST BUY**  
One of the great shoot 'em-ups to ever appear anywhere ever. If arcade style blasters are your bag, buy this today

## RAPID RELOAD 3



**AVOID!**  
Shoot 'em-up in the same vein as Mega Man, only better. Another early release that should have been better

## RAYSTORM 1



**RENT IT**  
A fine but standard shoot 'em-up. Not sure it warrants the £40 price tag though. Try it, you might like it

## RELOADED 7



**RENT IT**  
The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable though

## REVOLUTION X 1



**AVOID!**  
Oh my God! How bad is this? A crap arcade affair starring - wait for it - bloody Aerosmith! Avoid! Avoid!

## ROBOTRON X 1



**RENT IT**  
A revamped 3D version of the old arcade game gives you plenty of hours of frantic thumb blistering fun guaranteed!

## SHELLSHOCK 7



**TRY & BUY**  
3D tank shoot 'em-up where combat strategy is required for you to progress with your team of toolued-up home boys

## SHADOW MASTER 1



**TRY & BUY**  
Psygnosis continue their fantastic line up of stunning games-both visually and in terms of gameplay

## SHOCKWAVE 1



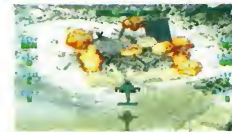
**AVOID!**  
Kill the alien invaders before they take over the world in this shoot 'em-up that first appeared on the 3DO

## SLAMSCAPE 3



**AVOID!**  
Truly dreadful in every sense. Futuristic shooters are ten a penny, but this is the worst game ever invented. Avoid!

## SOVIET STRIKE PLATINUM 1



**MUST BUY**  
This is your chance to mow down Russians in this mega tough, but hellishly addictive helicopter romp

## STARBLADE ALPHA 4



**AVOID!**  
A substandard arcade conversion that should never have been released. Boring, boring, boring. Avoid!



## STARFIGHTER 3000 4



**AVOID!** Another dull 3D shoot 'em-up which gives the genre nothing new, nothing interesting and nothing in the way of originality

## STEEL HARBINGER 3



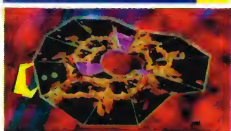
**AVOID!** Never lived up to its promise. Yet another dull futuristic blaster starring some psycho yank cyber babe with big hair

## STEEL REIGN 5



**RENT IT!** Disappointing tank blaster which can't hold its own against the dated but still top notch Shellshock. Shame really

## TEMPEST X3 5



**RENT IT!** Three games in one still doesn't give this the edge it needed. You get the original and two new 3D versions

## TIGERSHARK 3



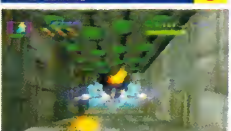
**AVOID!** Truly awful nautical affair in which you hammer around blasting all and sundry. The only problem is it's terribly dull

## TIME CRISIS 8



**MUST BUY!** Undoubtedly the finest light-gun game around at the moment. There's more than a little frantic shooting to be done

## TOTAL ECLIPSE 3



**AVOID!** If the word naff was a game, then this would be it. It looks bad, plays even worse and will ultimately be forgotten by all

## TUNNEL B1 8



**AVOID!** Visually stunning Channel Tunnel simulator that moves hyper fast but is generally too complex to love

## TWISTED METAL 7



**RENT IT!** The original PSX road rage game was a tad disappointing for many, but certain gamers love it to bits. Try it first

## TWISTED METAL 2 8



**TRY & BUY!** The much improved sequel to the carnage craving original that offers plenty of mayhem across the globe

## VIEWPOINT 7



**RENT IT!** Colourful and visually attractive shoot 'em-up. Tricky to play however, but has that old school arcade feel to it

## VIGILANTE 8



**MUST BUY!** An excellent blend of speed, bullets and no holds barred action. This is what Road Rage is all about, and we love it

## VIPER 7.5



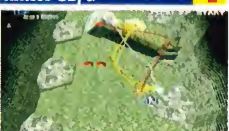
**RENT IT!** Fantastic looking shoot 'em-up that retains the best qualities from the genre and injects new life into the looks department

## X2 7



**RENT IT!** Ultra difficult shoot 'em-up with more mayhem and weapons than most and a storming techno soundtrack too

## XEVIOUS 3D/G+ 2



**AVOID!** A pointless shoot 'em-up which is absolute dross and carries the worst name in video gaming history. It's shite

## STRATEGY

Not so much 'put on and have a quick go', more like 'play the damn thing for weeks on end whilst destroying your social life' kinda games. Top fun though

## AIV EVOLUTION GLOBAL 6.5



**RENT IT!** Sim City-esque train network builder which may be boring as hell for most, but PC owners will cream over it

## ALLIED GENERAL 4



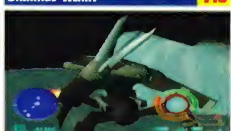
**AVOID!** A bit like a game of computer Risk at the end of the day. Sorted if you like that kind of thing. We didn't

## BEDLAM 4



**AVOID!** Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate Wars too

## CARNAGE HEART 7.5



**TRY & BUY!** Bizarre robot fighting goes on for a change. Robot fans should love every second of a good title

## C & C PLATINUM 8



**RENT IT!** The classic war strategy game. Still causing players major headaches and still worth every second of your time

## C&C: RED ALERT 8



**MUST BUY!** The second installment of C&C is a huge improvement with more action and strategy than ever before

## DARKLIGHT CONFLICT 5



**AVOID!** Strategy as well as a busy trigger finger will get you through this. Stir in some patience to boot and you'll be away

## DARK OMEN 7.5



**TRY & BUY!** A high standard of wargaming is achieved by EA with their goblin basher. An acquired taste mind, be warned

## DEFCON 5 4



**AVOID!** 3D affair which lacks any kind of lasting appeal for new or experienced gamers alike. Be very careful indeed

## GRAND THEFT AUTO 8



**MUST BUY!** Controversial game which endorses bad behaviour in cars. Hurrah for all concerned. Over 18s only though

## MAGIC CARPET 7.5



**TRY & BUY!** Mystical carpet flying. A very strange strategy/ action game. One of Bullfrog's fine early moments in gaming

## MONOPOLY 7



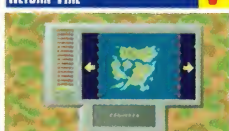
**RENT IT!** It's everyone's favourite boardgame for passing the time away on long rainy days. Only it's on the PlayStation

## PANZER GENERAL 5



**AVOID!** More computer Risk which involves plenty of strategic planning as you might expect from this kind of thing

## RETURN FIRE 8



**RENT IT!** Strategy and action are the key points to this strange game. Try before you buy just in case you hate it

## RISK 7



**RENT IT!** Another board game which you either love or hate. It involves killing numerous armies. Fun if you like that sort thing

## SIM CITY 2000 7



**TRY & BUY!** The ultimate in megalomania. Play is a little jerky however but if you can put up with that then you're laughing

## SPACE HULK 7



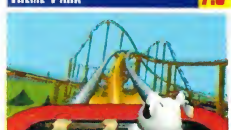
**RENT IT!** Strategy fest. Takes time to suss but is worth the effort as the rewards are great in the end. Stick with it for a bit

## SYNDICATE WARS 8



**TRY & BUY!** The latest strategy release everybody is craving for. Top graphics and wonderful gameplay. Just buy it

## THEME PARK 7.5



**TRY & BUY!** Sim City-esque Alton Towers development kit. Watch out for people chucking up all over the show though

## THEME HOSPITAL 6.5



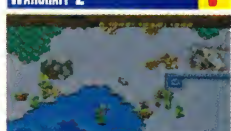
**MUST BUY!** Those of you who loved Theme Park are gonna go crazy over this. So if you fancy it, go out and buy this today

## TRANSPORT TYCOON 7



**RENT IT!** The best ever train 'em-up to hit the PlayStation. Build a successful infrastructure and win a fortune

## WARCRAFT 2 8



**TRY & BUY!** A Command & Conquer style affair. A bloody fantastic strategy game that you'll simply adore after two mins!

## WARHAMMER 7



**TRY & BUY!** Strategy in abundance in this one. Go to war with your hammer and leather those goblin scum to oblivion

## WORMS PLATINUM 8



**MUST BUY!** The slinky blighters star in the best multi-player game available on any format in our opinion. Get your mates in



## X-COM: ENEMY UNKNOWN 7.5



**TRY & BUY** The aliens have landed and need a damn good hiding in this strategy fest. Go get 'em tiger and send 'em home

## X-COM: TERROR FROM THE DEEP 8



**TRY & BUY** The sequel to Enemy Unknown which is, if anything an improvement. Best alien game to date

## XENOCRACY 4.5



**AVOID!** This is basically a poor man's Colony Wars with really ropey graphics, sound and gameplay. It offers nothing worthwhile

## SPORTS

Almost every sport going has been converted to the PSX, offering plenty of awesome two player competitive fun. Darts has unfortunately been overlooked

## 2XTREME 8



**AVOID!** Terrible, just terrible. Please don't ask me to come up with any other words or I'll be forced to say the word "shite" to you

## ACTUA GOLF 8



**RENT IT** The original golf game had a few minor faults but still did the business for the sport on the PlayStation initial

## ACTUA GOLF 2 8.5



**TRY & BUY** With the faults ironed out, the sequel is the best golf game available bar none. We challenge you to beat it!

## ACTUA ICE HOCKEY 8



**RENT IT** Another Actua release which keeps the standards at a usual high. Not the best, but well worth a butcher's

## ACTUA SOCCER PLATINUM 8



**MUST BUY** The first classic footy game for the PlayStation has dated a little since its arrival. Still worth a peek though

## ACTUA SOCCER 2 8



**MUST BUY** If you love your football, then you'll love this. If you despise football, you'll love this. It's that bloody fantastic

## ACTUA SOCCER: CLUB EDITION 8



**RENT IT** Not so much a sequel as the same game with league teams included. What more do you need Wolves fans?

## ADIDAS POWER SOCCER 5



**AVOID!** Predator shots ahoj in this bizarre footy fest with a high profile sporty gear licence. Sporty Spice here we come

## ADIDAS POWER SOCCER '97 7



**RENT IT** More of the same at the end of the day. Same boots, same game, same lack of Sporty Spice. Tsk!

## ADIDAS POWER SOCCER '98 4.5



**AVOID!** The Power soccer brand goes from strength to strength with yet another crap soccer sim. Keep well away from this one!

## ALL STAR SOCCER 5



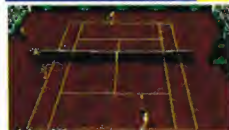
**AVOID!** An average footy game which doesn't take itself too seriously. But it's hated by most people who play it

## BEACH VOLLEY HERO'S 7



**TRY & BUY** As yet the only volley ball title for the PSX, and well worth checking out. Originality and playability in one neat package

## BREAK POINT 5



**AVOID!** Unimpressive tennis game. Sort of like watching a game on Wimbledon's Court 123 or something

## CHILL 4



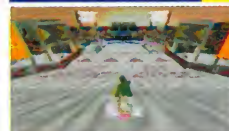
**TRY & BUY** Awful snowboarding cash-in from Eidos. Nice graphics but where did the game play get to Certainly not here

## COOL BOARDERS 7



**RENT IT** Ultra playable and ultra short snowboarding game. It's trendy to get rad but the game never really got there

## COOLBOARDERS 2 8.5



**MUST BUY** Improvement on the original offering more tracks, stunts and masses of adrenalin fuelled gameplay on a plank

## DAVIS CUP TENNIS 7



**RENT IT** Average attempt at the ultimate tennis experience. One day the definitive tennis game will arrive here

## DEAD BALL ZONE 8.5



**TRY & BUY** Futuristic football for those with savage intentions. Hits where it hurts for a nice break from the usual brand of sporting titles

## ESPN EXTREME SPORTS 5



**AVOID!** BMX racing amongst others in a truly poor sports game. Extreme Crap would be nearer the mark we think

## EVERYBODY'S GOLF 8



**TRY & BUY** Wonderfully playable golf game that ditches photo-realism for playability in the Smash Court Tennis style

## FIFA '96 PLATINUM 8



**AVOID!** A tiresome, sluggish football game with limited appeal. Even the name is out of date now. Good planning

## FIFA '97 8



**RENT IT** Looking dated in comparison with RTWC. Average at just about everything. Footy fans should check the bargain bins

## FIFA RTWC '98 8



**MUST BUY** Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world. Awesome

## GOAL STORM 5



**AVOID!** Renamed for its official release it's an acquired taste, especially if your taste is for below average footy games

## ISS DELUXE 8



**RENT IT** A pretty bland footy affair which could have been better. But wasn't. So avoid this footy game at all costs

## ISS PRO PLATINUM 7



**RENT IT** Perhaps the most overated football game ever. Check out the N64 version for instance for how it should have been

## INT. TRACK & FIELD PLATINUM 8



**MUST BUY** This remains one of the most playable and addictive games available. Still an office favourite even now

## JONAH LOMO RUGBY 8



**TRY & BUY** One of the most impressive sports games ever. Playable, great looking and downright accurate. Get it now

## KICK OFF '97 4



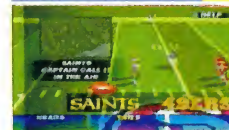
**AVOID!** Tries a little too hard to be something special but ends up being as dull as they come. Should be better

## KICK OFF WORLD 4.5



**AVOID!** Lower league footy affair that illustrates just how far gaming has come in such a short time. Kick this into touch

## MADDEN NFL '97 7



**TRY & BUY** Looking very dated, this has been bettered in just about every department by Madden '98. Get the sequel instead

## MADDEN NFL '98 8



**TRY & BUY** As fantastic a game as there has been for this sport. Yet another update which goes from strength to strength

## NAGANO WINTER OLYMPICS 7.5



**RENT IT** As eagerly awaited as the Olympics themselves. At least the real Olympics really wasn't as dull as this waster

## NAMCO EUROPEAN SOCCER 4



**AVOID!** Unimpressive football sim and that's all you can say about it. Er, I've got some lines left...help me, please

## NAMCO SMASH COURT TENNIS 8



**MUST BUY** The ultimate in tennis games to date is right here. You like tennis? Then you'll probably like this. Probably

## NBA FASTBREAK '98 7

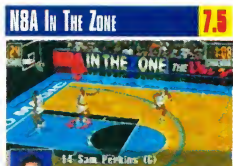


**TRY & BUY** Gt Interactive look for some hang time with this offering. Looks the part but complicated gameplay lets it down a little





**NBA Hangtime** 7  
Fine enough basketball game which is buried underneath a stack of better releases. Take a look below for the proof



**NBA In The Zone** 7.5  
Good old basketball games, they're the best. Go to end, shoot, score repeat as necessary until completion



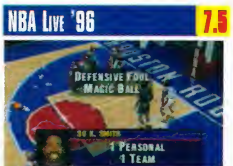
**NBA In The Zone 2** 1  
Yet another basketball sequel which is practically identical to the original and every other game of Basketball



**NBA Jam Extreme** 1  
A rather playable if uninspiring basketball sim. At least tries to be different and exciting. Almost makes it too



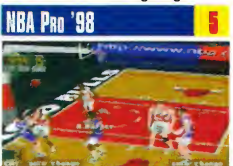
**NBA Jam TE** 7  
More of the same with slight improvements. See above for basically the same blurb. It's basketball after all isn't it



**NBA Live '96** 7.5  
It's difficult to distinguish one basketball game from another as we keep trying to tell you. Do you ever listen?



**NBA Live '97** 1  
Slight improvement on its predecessor. Pretty wicked in an American sport type way. Where are the girls again?



**NBA Pro '98** 5  
Basketball games are usually pretty good, but this is a bland affair all round that offers the genre nothing new at all



**NFL Gameday** 7.5  
American football game which actually rivals Madden. Doesn't beat it but rivals it which can't be bad eh?



**NFL QB Club '96** 7  
The American Football bandwagon continues to bring average games like this along with it. Good eh?



**NHL '97** 7.5  
Another average ice hockey game. What is it about American sports that inspire such samey games all the time?



**NHL '98** 1  
Yet another stunning release from EA Sport's stable. A contender for the best ice hockey game for your PlayStation



**NHL Faceoff** 0.5  
Fantastic ice hockey game that made a valiant effort to stand out from the crowd. Almost made it too



**NHL Faceoff '97** 1  
This sequel was a real disappointment when you consider the quality of the original. Steer clear



**NHL Faceoff '98** 7  
The third Faceoff release is a worthy sequel but to be honest, the original still has the best gameplay and playability



**NHL Powerplay Hockey** 7  
Fine ice hockey game that never quite makes it to great heights but has a damn good try before falling flat after a fine attempt



**NHL Powerplay '98** 0.5  
As with the original from Virgin it looks the part but never quite hits the heights of excellence achieved by it's competitors.



**Olympic Games** 4  
Take part in your very own Olympics in this rather splendid release. Not Sydney but you can't have everything



**Olympic Soccer** 7  
In short this has got just about the lot except for real player names. Top footy fest, but it's a little dated now



**Inside Soccer** 7  
Yet another reasonable football game that gives it a go but loses in the last minute to a dodgy ref decision!



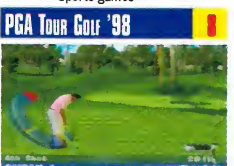
**Open Ice** 1  
Yet another take on ice hockey which tries to gain all of the excitement of the sport and add some fun. It fails slightly



**PGA Tour '96** 7  
Disappointing golf game which we'd expected a lot more of. Fun for a while but fades away quite quickly after that



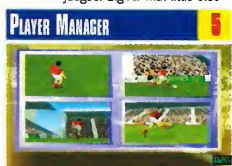
**PGA Tour '97 Platinum** 7  
The updated version still lacked the killer drive that we've come to expect from the likes of EA Sports games



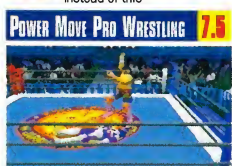
**PGA Tour Golf '98** 1  
Releasing an update as often as Paul has cheese and beetroot butties is pushing it a little, even if it is a treat



**Phat Air** 1  
Cool Boarders 2 clone that has some nice touches but ultimately fails to impress the judges. Big Air with little else



**Player Manager** 5  
Unimpressive and flawed attempt at footie management. Buy Premier Manager '98 instead of this



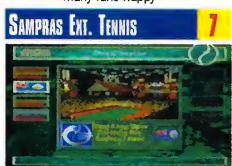
**Power Move Pro Wrestling** 7.5  
A better than average wrestling fest which isn't saying that much really is it. Ah well. Can't have it all



**Power Soccer 2** 7  
An improvement on Adidas from Psychosis but with Actua Soccer 2 in the vicinity it won't fare too well unfortunately



**Premier Manager '98** 0.5  
The much awaited footy management sim doesn't disappoint. Destined to keep many fans happy



**Sampras Ext. Tennis** 7  
Second only to Smash Court Tennis with a big name licence to boot. Good stuff all round. You'll like it, trust us. Oh yes



**Slam 'n' Jam '96** 7  
Another fine attempt to bring basketball onto the PlayStation. Not that different from the others though really



**Snow Racer '98** 0.5  
The fastest mountain racer on the PlayStation. Infogrames have surprised us all with the quality of this



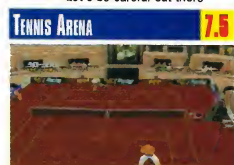
**Soccer '97** 1  
Updated version of Olympic Soccer with league teams. A fine moment for football games on the machine. Go for it



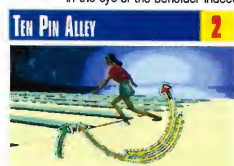
**Space Jam** 3  
Movie license shenanigans which combine basketball and cartoons. Absolute crap in every sense! Avoid, avoid



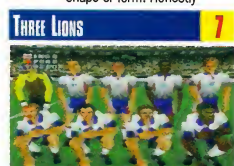
**Striker '96** 5  
The first football game to impress. Dated by today's standards. A bit repetitive too. Let's be careful out there



**Tennis Arena** 7.5  
Is it any good, or is it not? This is the argument which has been raging for weeks now. Beauty is in the eye of the beholder indeed



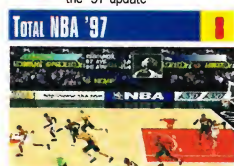
**Ten Pin Alley** 2  
Bowling from your armchair doesn't sound like much fun. And it isn't. At all. In any way shape or form. Honestly



**Three Lions** 7  
This plays a little differently to most, but is still instantly forgettable despite the official licence. Nothing to roar about



**Total NBA '96** 7.5  
Perhaps basketball's finest moment until its sequel. This is now a little redundant thanks to the '97 update



**Total NBA '97** 1  
Taking the original one step further. An absolute slam dunker. If that's what you like of course! Each to their own



## TOTAL NBA '98



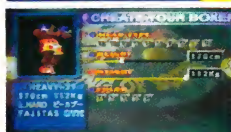
**RENT IT** This can't quite match the cool of the earlier games in the series but is still a fine hoop shooting fest none-the-less

## V TENNIS



**AVOID!** Be your own Agassi in this substandard tennis affair. I suppose it would be your own V Agassi as well. Hmm.

## VICTORY BOXING



**RENT IT** More than a beat 'em-up this actually requires you to build up your boxer to take on the big time pros

## VIRTUAL GOLF



**AVOID!** Slightly dreary golf sim. But then, show me a golf sim that isn't and I'll call you a big smelly liar. I'll do that anyway

## VIRTUAL POOL



**RENT IT** The only true pool simulator available. It's not much cop though but you can't have everything all the time

## VMX RACING



**AVOID!** Dirt Bikes on dirt tracks makes for a dirt game. Do yourself a favour and stay well away from this composting pile

## VR BASEBALL



**RENT IT** Home Run Derby and stunning graphics are the recommendation points to this bat and ball game

## WCW VS THE WORLD



**RENT IT** You know what to expect when you play these things. This is better than most but does that tell the full story?

## WWF IN YOUR HOUSE



**AVOID!** Or not as the case may be. If so, then Get out before I call the police you freak! Or is it the World Wildlife Fund IYH?

## WWF WRESTLEMANIA



**RENT IT** More of the same only slightly better than most in a fiddly button type way. Try before you buy is the deal here

## WORLD CUP '98



**TRY & BUY** EA's RTWC upgrade offers a couple of new moves but, sadly, they can't compensate for RTWC's overall superiority

## WORLD CUP GOLF



**AVOID!** Totally dreadful golfing game. Went back from whence it came which stank a bit. Sort it out lads and don't do it again

## WORLD LEAGUE SOCCER



**MUST BUY** The house that brought us Lara Croft has applied its sultry touch to the soccer pitch to produce a fine footy game

## MISC

Those games that don't seem to sit in any particular genre wind up being dumped in our miscellaneous section. Why? Because they do. Okay?

## AQUANAUT'S HOLIDAY



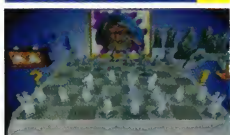
**AVOID!** Jacques Cousteau simulator. Build reefs and speak to fish. Great if you like the worst game of all time!

## BALL BLAZER CHAMPIONS



**AVOID!** 3D futuristic sports contest which isn't much cop if we're being honest with each other. And we are

## CRESSMASTER 3D



**AVOID!** A shabby affair which will never compete with the real thing for grand excitement and tension (is that too sarcastic?)

## COURIER CRISIS



**AVOID!** The main crisis here is that there's no interest involved. Almost the worst game ever. And that's going some

## BOMBERMAN WORLD



**TRY & BUY** The little Japanese bomb chucking hero is back for more explosive multi player action in yet another bomberman sequel

## DIE HARD TRILOGY PLATINUM



**MUST BUY** Thrills and spills from start to finish in this varied movie caper. A great game well worth your attention and cash

## EXTREME PINBALL



**AVOID!** Flipping heck, this is dreadful pinball nonsense of the worst kind. Snap your disc up, or something

## FLUID



**TRY & BUY** Flipper gets funky in this bizarre yet highly original and playable music mixer from Sony. Tunes and tuna fish all in one game

## FROGGER



**TRY & BUY** The eighties hero has returned in a totally revamped release which surpassed all expectations. Cute and cuddly

## MR. DOMINO



**TRY & BUY** An enjoyably frustrating game which recreates the pleasures of stacking up dominoes just to knock 'em all down again

## OVERBOARD



**AVOID!** A bold attempt at something a little different. It just doesn't quite reach the mark. Fun in short bursts or multi-player

## PITBALL



**RENT IT** Futuristic sports game which is actually rather good in a rather futuristic sports game type way. Honest! Believe us please

## PARAPPA THE RAPPER



**MUST BUY** The most original game on the PlayStation to date. You've never seen anything like this before - beatch!

## POY POY



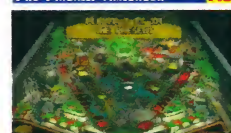
**RENT IT** Bomberman influenced, this provides hilarious multi-player fun as you and your pals throw stones at each other

## PRO PINBALL: THE WEB



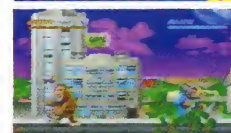
**RENT IT** A fantastic pinball sim that will have your flippers flipping until the cows come home. Whenever that is these days

## PRO PINBALL: TIMESNOCK



**TRY & BUY** As a pinball game, it does the job, as a addition to your collection perhaps you should check it out before paying cash

## RAMPAGE WORLD TOUR



**AVOID!** Another hot contender for worst conversion ever. Smash buildings and then smash some more. Pretty poor

## REBEL ASSAULT 2



**AVOID!** Looks like a dream but can be completed in the time it takes to fart. Depends how much curry you've had I guess

## RIOT



**AVOID!** Drab futuristic sports game. Has no lasting appeal or even short term appeal for that matter. Avoid at all costs

## ROSCO McQUEEN



**RENT IT** Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable dousing fest from Sony

## SPICE WORLD



**TRY & BUY** Fun for alco-pop boppers of the Spice Girls persuasion, but everyone else should leave this alone or die laughing, literally

## TIKT!



**TRY & BUY** Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family and their family too

## TRUE PINBALL PLATINUM



**TRY & BUY** Another in the long line of pinball games. Better than most, but that's not saying that much though really

## TREASURES OF THE DEEP



**TRY & BUY** Mission based treasure seeking and submersible shoot 'em up action provide the Psx with its first decent underwater game

## PLAYSTATION PRO'S GAMING GUARANTEE

Updated every issue, the directory is your buying guide to every available title on the PlayStation. Each month every newly reviewed game is added to the relevant section within the directory pages, along with the review score and a buying advice icon telling you everything you need to know about what's hot and what's not in the world of PlayStation gaming. We hope it helps.



# PRO CHARTS

As predicted by Pro, Colin McRae Rally storms to the top of the chart as the premier racing title on the PlayStation. Point Blank also makes a new entry as Time Crisis gun owners lap up this quality blaster. And of course, the Platinum titles continue their dominance of the charts

|    |     |                                    |
|----|-----|------------------------------------|
| 1  | NEW | Colin McRae Rally                  |
| 2  | -   | Gran Turismo                       |
| 3  | ▼   | Premier Manager '98                |
| 4  | ▼   | World Cup '98                      |
| 5  | ▲   | Tomb Raider                        |
| 6  | NEW | Point Blank                        |
| 7  | ▼   | Spice World                        |
| 8  | ▼   | Three Lions                        |
| 9  | -   | Die Hard Trilogy                   |
| 10 | ▼   | Crash Bandicoot                    |
| 11 | ▼   | Resident Evil 2                    |
| 12 | ▲   | FIA Formula One                    |
| 13 | ▲   | Rayman                             |
| 14 | ▼   | Tekken 2                           |
| 15 | ▲   | Worms                              |
| 16 | ▼   | Micro Machines V3                  |
| 17 | ▲   | Theme Hospital                     |
| 18 | ▼   | Tomb Raider 2                      |
| 19 | ▲   | Tommi Makinen Rally                |
| 20 | ▼   | Croc: Legend Of The Gobbo          |
| 21 | ▼   | Grand Theft Auto                   |
| 22 | ▲   | Soviet Strike                      |
| 23 | ▲   | Theme Park                         |
| 24 | NEW | Wargames: Defcon 1                 |
| 25 | ▲   | G-Police                           |
| 26 | ▲   | International Track & Field        |
| 27 | ▲   | Actua Golf 2                       |
| 28 | ▲   | Casper                             |
| 29 | ▼   | Mortal Kombat Trilogy              |
| 30 | ▼   | Heart Of Darkness                  |
| 31 | ▲   | Oddworld: Abe's Oddysee            |
| 32 | ▲   | Duke Nukem                         |
| 33 | ▼   | Pandemonium                        |
| 34 | ▲   | Time Crisis                        |
| 35 | ▼   | International Superstar Soccer Pro |
| 36 | ▼   | Dead Or Alive                      |
| 37 | -   | Alien Trilogy                      |
| 38 | ▼   | Men In Black                       |
| 39 | ▲   | Jurassic Park: The Lost World      |
| 40 | ▼   | Formula One '97                    |

The official PlayStation Top 40 was brought to you by the informative fellas at...



## PRO Playmates

Find out what we're still playing after all this time with a brief listing of our three fave games from the past few months

The PlayStation Pro office is swamped in software each and every month. Yet despite having an interactive banquet at our fingertips, we only continue fiddling about with a handful of games after all the hard work has been done. Below we've rounded up our three most-played office titles of the month just gone, giving you an insight into which newish releases offer something extraordinary, exciting and enjoyable, coupled with a sizeable longevity factor. Check 'em out



With the Premiership well underway, James is following the fortunes of his virtual Man Utd, since they're playing like crap in real life



Check out page 85 for the final part of our ultimate player's guide for this incredible racing game from Codemasters



Since we received the PAL version of this stunning beat'em-up, we can't tear Jay away from it, as he takes on all contenders





# Directory Enquiries

All your essential phone numbers, addresses and website details for everyone who's anyone in the wonderful world of the PlayStation can be found right here. Wondering about a release date or availability? Don't ring us, call these guys...

## ACCLAIM ENTERTAINMENT

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**Tel:** 0171 384 7774

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## CODEMASTERS

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**Website:** www.codemasters.com

## CORE DESIGN

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**Tel:** 01332 297797

**Website:** www.core-design.com

## DATTEL

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**Tel:** 01782 744707

**Website:** www.datel.co.uk

## ELECTRONIC ARTS

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**Tel:** 0171 258 3791

**Website:** www.gtinteractive.com

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**Tel:** 01628 423666

**Website:** www.interplay.com

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**Tel:** 0171 240 3121

**Website:** Not applicable

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**Tel:** 01895 853000

**Website:** www.konami.com

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**Tel:** 01444 246333

**Website:** www.mindscapeuk.com

## NAMCO

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**Tel:** 0171 734 7737

**Website:** www.namco.com



The aliens are coming! But they won't touch down until October so lay off GT Interactive for the time being or you'll find yourself on the wrong end of a stun shot from the mean green invader below. Hey, they never said 'We come in peace!' now did they?

## INFOGRAVES

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**Tel:** 0161 827 8000

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**Website:** www.vie.co.uk





# Next Month...

PLAYSTATION<sup>2</sup>

**Tune in next issue where we'll be going football crazy with the likes of...**



**Actua Soccer 3**



**World League Soccer '99**



**Player Manager '98**



**Ruud Gullitt Striker**



**Viva Soccer**



**FIFA '99**

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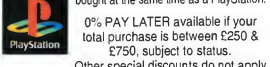
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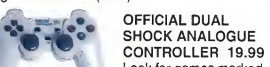
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|         |                            |
|---------|----------------------------|
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| Sept 18 | Mortal Kombat 4 ... PSX    |
| Sept 18 | Tekken 3 ... PSX           |
| Sept 11 | Earthworm Jim 3D ... N64   |
| Sept 11 | Mission Impossible ... N64 |
| Sept 18 | Mortal Kombat 4 ... N64    |

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